HINDUSTAN SCO
ASSOCIATION

MADRAS PRESIDENCY

AIMS, POLICY, RULES
AND
ORGANISATION

★ ★ ★ ★

PROVINCIAL HEADQUARTERS
2, NORTH MADA STREET, MYLAPORE
MADRAS

(Price Annas Ten)

Our Hindustan Scout Association in the Pre

is making such good progress that we find

asion to reprint, as hoped in 1940, our Aims, Policy,

and Organisation.

The war has strengthened our numbers and intensified our spirit of service. Most of our members, especially Scouters and Rovers have thrown themselves whole-heartedly into the many services the war has evoked, and everywhere there has been the closest co-operation between the A. R. P. and other organisations and Scout troops scattered all over the Presidency.

We are proud that we can help, for this kind of service is the best training scouts could possibly have for the good citizenship which is the objective of all scouting.

I thank the many scouters in this Presidency for the valuable suggestions they have sent me with regard to these rules, most of which have been incorporated in this reprint. I hope this reprint will be of great use to every Scout and Scouter to enable them to enter even more fully than heretofore, into the life and practice which should characterise every member of our Universal Brotherhood.

I will be very glad to have such comments as may be helpful in the furthering of that efficient patriotism on which the Hindustan Scout Association is intent throughout the land.

GEORGE S. ARUNDALE,

Provincial Chief Commissioner.

August 1942

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CHART OF ORGANISATION

National Headquarters for India
with
National Chief Commissioner
and
National Council

Provincial Headquarters
with
Provincial Chief Commissioner
and
Provincial Council

Divisional Commissioners
and
Divisional Councils

District Commissioners
and
District Associations

Assistant District Commissioners
and
Local Scout Associations

Group Scoutmaster with Boy Scout Group

- C.M. and A.C. M.s with Cub Pack
  - Sixers and Second with Sixes.
- S.M. and A.S. M.s with Scout Troop
  - Patrol Leaders and Seconds with Patrols.
- R.S.L. and A.R.S. L.s with Rover Crew
  - Rover Mates and Seconds with Patrols.

Group Leader with Girl Scout Group

- F.L. and A.F. L.s with Bulbul Flock
  - Sixers and Seconds with Sixes.
- Captn. and Asst. Captns. with Girl Scout Troop
  - Patrol Leaders and Seconds with Patrols
- R.L. and A.R. L.s with Ranger Company
  - Mates and Seconds with Patrols.

CHAPTER I

THE HINDUSTAN SCOUT ASSOCIATION, MADRAS PRESIDENCY

1. Name:

The name of the Association is
"The Hindustan Scout Association, Madras Presidency."

2. Area:

For purposes of administration, this Association shall have jurisdiction over the whole of the Madras Presidency and such Indian States within the Presidency as may be affiliated to this Association.

The Presidency shall be divided into linguistic divisions further subdivided into districts more or less according to the revenue districts. It shall be open to the Provincial Council to redistribute or alter the limits of a district or a division for purposes of effective working, organisation and supervision.

3. Aim:

The aim of the Association is:

To help boys and girls irrespective of race, creed or caste to become good citizens of the Motherland, subordinating personal interests to the needs of the country and seeking to be useful to those around them.

To this end the Association will endeavour to help boys and girls to develop character and physical health to stimulate in them an eager

partiotism, a selfless courage, and an honourable self-respect, as also self-reliance, tolerance, leadership and kindred virtues and to encourage the growth of originality and observation.

A special feature of the work of the Association shall be the instruction of scouts in services useful to the country and in handicrafts useful to themselves.

4. Policy :

1. The Association is a non-official Body and depends on public and State support for the carrying out of its aim.

2. The Association is an educational organisation, non-political, non-military, and non-denominational. It shall not identify itself with any religious sect, social class or political party.

3. No member of the Association in Scout uniform shall take part in any meeting or demonstration of a political or communal nature.

4. The Association shall be national in spirit and outlook and national in its methods of training, but shall do all in its power to promote an international Scout Brotherhood.

5. The Association, will therefore, promote the ideals of peace, justice and unity through the great brotherhood of Scouts by entering into friendly relations with other organisations inside and outside India, which have similar aims in view ; and to exchange visits, correspondence and ideas with them.

6. The Association recognises the great value of close co-operation between the Boy Scout Section and the Girl Scout Section : nevertheless it does not permit the organisation of packs, Flocks, troops and groups with common membership of boys and girls.

5. Definition Clauses :

1. SCOUT : Unless the context requires otherwise the word SCOUT shall include Boy Scout and Girl Scout.

2. NON-EXECUTIVE RANKS : Are Officers of the Provincial, Divisional, District and Local Associations, including Instructors and Examiners who do not hold warrants or Scouters on whom the corresponding honorary rank has been conferred.

3. GROUP OF SCOUTS : Includes all or any of the following three sections :

(a) Cub pack for boys or Bulbul Flock for Girls.

(b) Scout Troops for Boy Scouts or Girl Scouts.

(c) Rover Crew for Young men or Ranger Company for Young women.

4. A CUB PACK OR A BULBUL FLOCK : Is a unit of Cubs or Bulbuls ordinarily not less than 12 and not exceeding 24 in number under a Cubmaster or a Flock Leader.

5. A SCOUT TROOP : Consists of not less than 12 and not more than 32 boys or girls between the ages of 12 and 18 under a Scoutmaster or a Captain.

6. A ROVER CREW OR A RANGER COMPANY : Is a unit for young men or women of the age of 18 and over under a Rover Leader or a Ranger Leader.

7. SCOUTER : This term refers to all warranted Scout officers attached to the Registered Groups of this Association.

8. DISTRICT SCOUTER : This term applies to District Cubmasters, District Scoutmasters, and District Rover Leaders, of the Boy Scout Section and District Flock Leaders, District captains, and District Ranger Leaders of the Girl Scout Section.

6. The Promise :

I promise on my honour that I will do my best

1. to do my duty to God,* State and Country.
2. to help other people at all times, and
3. to obey the Scout Law.

7. The Scout Law :

1. A Scout's honour is to be trusted.
2. A Scout is loyal to all those to whom Loyalty is due.
3. A Scout is helpful.

* In Indian States 'Maharajah' or the appropriate designation of the Ruler of the State may be added to the promise as State Associations may decide. Conscientious objectors may use 'conscience' or 'religion' for God.

4. A Scout is a friend to all and a brother to every other Scout, no matter to what class or creed the other belongs.

5. A Scout is courteous.

6. A Scout is kind to animals.

7. A Scout is disciplined.

8. A Scout smiles and is cheerful under all difficulties.

9 A Scout is brave

10. A Scout is clean in thought, word and deed.

8. The Cub and Bulbul Promise :

I shall do my best

1. to keep the Law of the Cub Pack, or Bulbul Flock.
2. to do a good turn every day.

9. The Cub and Bulbul Law :

1. A Cub or Bulbul is obedient.
2. A Cub or Bulbul is clean.

10. Mottoes :

1. The Scout Motto is "Be Prepared." This is to be achieved by making oneself.

(*a*) Physically strong,
(*b*) Morally straight and
(*c*) Mentally awake.

2. The Motto for Cubs and Bulbuls is " Do your Best ".
3. The Motto for Rovers and Rangers is " Service ".
4. The Motto for Village Rovers is " Village Service ".

11. The Scout Emblem :

Fleur-de-lis, with the ten petalled lotus within it.

12. The Association Flag :

The Flag shall be Blue 6 ft. by 4 ft. in size with the Scout Emblem in yellow in the centre. The Lotus should be of red colour. The height of the emblem should be $1\frac{1}{2}$ feet.

13. Scout Sign :

The three fingers held up, palm in front, the thumb resting on the Nail of the little finger, is the Scout sign and reminds the scout of his three promises.

14. Scout Salute :

The Scout Salute is rendered by raising the right hand with the fingers held as in the Scout Sign to the forehead, palm being turned to the front, the fingers being in front about one inch above the eye, and the forearm making an angle of about 45 degrees with the horizontal.

15. Scout Hand Clasp :

The Scout hand clasp is made with the left hand.

16. Membership :

1. The Association admits to membership only those who accept as a basis the three-fold promise of a Scout or the two-fold promise of the Cub and these rules. Subject to the above, the organisation is open to all residents and citizens of the Presidency of Madras of every class and denomination.

2. The following are considered members of the Association so long as they are serving in the ranks or positions enumerated below :

(*a*) Scouts who are members of a Registered Group in accordance with these rules.

(*b*) Scouters holding warrants.

(c) Members of Local and District Associations and Divisional Councils registered with the Headquarters.

(d) Persons holding non-executive or honorary ranks.

(e) Members of the Provincial Council. Rule (18).

(*f*) Those who are in full sympathy with the Aims and Objects of the Movement and therefore would like to generally support the Association as "Associate members" by paying an annual subscription of Re. 1/ (without power to vote).

17. The Provincial Headquarters:

The Provincial Headquarters of the Association shall be located at Madras.

18. The Provincial Council:

(1) The Provincial Council shall be the supreme authority in which shall be vested the direction, supervision and control of the Association in the Presidency.

The Provincial Council shall be constituted as follows:

(*a*) The President.
(*b*) One or more Vice-Presidents.
(c) The Provincial Chief Commissioner.
(*d*) Full time paid Provincial Organising Commissioner and Assistant Provincial Organising Commissioners.
(e) Headquarters Commissioners.
(f) Honorary Provincial Secretary.
(g) Honorary Provincial Treasurer.
(*h*) Divisional, District and Assistant District Commissioners.
(*i*) Presidents of all registered District Associations.
(*j*) Secretaries of all registered District Associations.
(*k*) One elected representative from each Local Association registered at the Headquarters.
(*l*) Presidents of all Divisional Councils.
(*m*) Secretaries of all Divisional Councils.
(*n*) One elected representative (other than Presidents and Secretaries) from each of the District Association and Divisional Council.
(o) Donor Life members paying a lump sum donation of Rs. 500 or above.
(*p*) Life Patron members who pay not less than Rs. 100 per annum for ten years to the funds of the Headquarters.
(q) Ordinary members who pay an annual subscription of not less then Rs. 5/ to the Headquarters funds.
(*r*) Distinguished persons from non-official and commercial organisations and agencies in the presidency nominated

by the President on the recommendation of the Provincial Chief Commissioner in consultation with the Provincial Executive Committee.

The members of the Provincial Council other than ex-officio referred to in clauses *c*, *d*, *e*, and *h*, above shall hold office until the next Annual Meeting but shall be eligible for re-election.

2. The Provincial Council shall ordinarily meet once a year on such dates as may be fixed by the Executive Committee. At this meeting the Council will discuss and adopt the Annual Report of the Association prepared by the Executive Committee, elect the officers of the Council including the President, Vice-Presidents, Honorary Provincial Secretary, Honorary Provincial Treasurer, representatives to the National Council and the Pronvincial Executive Committee.

3. A notice in writing of the meeting of the Provincial Council shall be despatched to all members of the Council at least three weeks before the date of the meeting.

4. Notice of a resolution should reach the Headquarters at least two weeks before the date of the meeting. The agenda should be sent to the members of the Council at least 10 days prior to the date of the meeting.

5. The quorum of the Provincial Council shall be Ten.

6. Extraordinary meetings may be called by the President whenever necessary or the Provincial Chief Commissioner or at the instance of the Executive Committee or on receiving a signed requisition from not less than eight members of the Provincial Council. Ten days' notice for this meeting shall be given.

7. The President, and in his absence a Vice-President or someone else elected by the Council from amongst its members shall preside at the meetings.

19. Functions of the Provincial Council:

The functions of the Provincial Council are:

1. To organise, direct, manage and control all affairs of the movement in the Presidency.

2. To arrange for harmonious co-operation between local associations and other organisations.

3. To secure and manage all Provincial finances and property.

4. To elect a President, Vice-Presidents, Provinvial Chief Commissioner, Provincial Secretary, Provincial Treasurer, representatives to the National Council and such members of the Executive Committee as are to be elected by the Provincial Council from time to time under these rules.

5. To be generally responsible for the training of scouts and scouters.

20. Provincial Executive Committee :

The affairs of the Provincial Council shall be managed by the Provincial Executive Committee constituted as follows :

1. President and Vice-Presidents.
2. The Provincial Chief Commissioner.
3. Full time paid Provincial Organising Commissioner and Assistant Provincial Organising Commissioners.
4. Headquarters Commissioners.
5. Divisional Commissioners.
6. Honorary Provincial Secretary.
7. Honorary Provincial Treasurer.
8. 15 other members elected by the Provincial Council at its Annual Meeting.

21. Functions of the Provincial Executive Committee :

1. The Executive Committee shall ordinarily meet once in two months.

2. To prepare the Report, Budget, Balance Sheet and Account sheet for final submission to the Provincial Council at its Annual meetings.

3. To Register Local Associations, District Associations, and Divisional Councils which are willing to abide by the bye-laws laid down by the Provincial Council.

4. To find ways and means of raising funds necessary and to be responsible for seeing that the accounts are properly maintained and audited.

5. To act generally in conjunction with the Provincial Chief Commissioner in the administration of scouting in the Presidency.

6. To organise and carry out propaganda.

7. The Executive shall have the power of appointing sub-committees whenever necessary for any matter pertaining to the progress of scouting in the Presidency.

8. To appoint the necessary paid staff at Headquarters.

22. Notice:

Five days' notice shall be given of every meeting and five shall form the quorum. Such business as the executive Committee may decide may be transacted by circular to the members of the Committee. Such businesss as is transacted by circular shall be put before the next meeting of the Committee.

23. Special Meetings of the Executive Committee:

Special Meetings of the Executive Committee may be convened by the Secretary on the advice of the Provincial Chief Commissioner.

24. Finances:

1. The Association is a public body and depends on the public and State support for the expenses of its central office and staff and general organisation work.

2. The Provincial Finance shall be made up of public donations and subscriptions together with any grant that may be made by any public bodies or the States. A statement of income and expenditure, duly audited, shall be published in the Annual Report.

The Provincial Association may charge an annual registration fee for each Local and District Associations and Groups as may be fixed by the Executive Committee from time to time. The Association may accept and manage specific donations and trusts as are accepted by the Executive Committee for purposes of furthering the aim of the Association.

3. The Local and District Associations in the Presidency as are registered with the Association shall similarly be dependent on the support from the public and local bodies for expenses connected with

the Scout work. The Groups are not allowed to issue any form of general appeal for funds. A Group, may, however, raise funds by small subscriptions from its own members or by organising concerts, etc., with the previous sanction of the District Commissioner. When such subscriptions are raised, they should be placed in the Group's Savings Bank and properly accounted for, the accounts being submitted to a voluntary audit by the Local Association. Where such group funds are held, the funds should be administered by the Group Committee and not by an individual scouter. Where property is held by a Group, Local Association, District Association or Divisional Council, it should be vested in Trusts with proper Trustees. Inside the Group, the spirit of the movement is that on the part of the boys themselves, money should be earned and not solicited.

4. The Local and District Associations, however, may raise funds on behalf of the Groups with the previous concurrence of the District Commissioners. The Local or District Associations may charge a small registration fee other than the Registration fees levied by the Provincial Headquarters for each section of the group within its area. The Local and District Associations are required to maintain their accounts properly which should be annually audited.

5. Scouts must not take part in street sales or collections either for their own funds or for other institutions or charities, nor in any method of touting the public, but they may assist institutions or charities as messengers or in other capacities. They may also assist under proper supervision in the selling of programmes at a fixed price at recognised entertainments.

6. All members of the Association acting as such, must observe the provisions of the above rule and must not countenance or be concerned in any public method of raising money for Scout or other purposes which is in any way contrary to the law of the land, or likely to lead Scouts to the practice of gambling.

25. Provincial Chief Commissioner:

1. The Provincial Chief Commissioner shall be elected by the Provincial Council and shall hold office for a period of three years.

He shall preside in the absence of the President at the Executive Committee meetings.

2. His functions are generally to be responsible to the Provincial Council for the welfare and progress of the movement and for the maintenance of the Policy, Organisation and Rules of the Association. His duties will be to promote the organisation and effective working of the Association in the Presidency and to ensure harmonious co-operation between the Local Associations and other organisations; to act in conjunction with the Council in all matters of policy, finance and property; to sanction the registration and issue of warrants and charters to Scouters and Groups: to appoint the necessary Headquarters and Organising Staff in consultation with the Executive Committee. He shall generally be responsible for all relations of the Provincial Council with other Provincial and National Associations. As provincial Chief Commissioner he is the Executive head in the Presidency and will be in charge of the establishment and the Provincial Staff.

26. Provincial Organising Commissioner:

The Provincial Organising Commissioner shall be a full timed salaried official of the Association appointed and warranted by the Provincial Chief Commissioner in consultation with the Executive Committee.

The Provincial Organising Commissioner is the Senior Executive Official, subordinate directly to the Provincial Chief Commissioner.

27. Duties of the Provincial Organising Commissioner:

1. To be in charge of the Training of Scouters both preliminary and advanced.

2. To supervise, help and encourge Scout work in the Districts.

3. To organise and conduct special rallies and Camps or other scout projects on a provincial basis.

4. To organise Local and District Associations.

5. To scrutinize and recommend to the Provincial Chief Commissioner.

(a) Applications for Registration of Groups.

(*b*) Applications for Registration of Local Associations.

(*c*) Applications for Registration of District Associations.

(*d*) Applications for the issue of warrants of all ranks.

6. To edit the Official Organ of the Association.

7. To be in touch with the working of the movement in the Presidency and to keep the Provincial Chief Commissioner and through him the Provincial Executive and Council informed of it, and to formulate and carry out proposals as approved by the Provincial Chief Commissioner for the correct working and furtherance of the movement.

8. To be in charge of the Headquarters Staff and Office.

28. Assistant Provincial Organising Commissioners :

The Provincial Chief Commissioner may in consultation with the Provincial Executive appoint one or more full time salaried Officials as Assistant Provincial Organising Commissioners to assist the Provincial Organising Commissioner in his work,

29. Honorary Provincial Secretary :

He shall be elected from the members of the Provincial Council. His duties will be :

1. To be responsible for the convening of all meetings of the Provincial Executive and Council and carry out all connected correspondence.

2. To do such propoganda as it lies in his power and to enrol persons as members of the Association.

3. To carry out correspondence with the Government and other public bodies with a view to obtaining their help, co-operation, and financial support.

4. To correspond with the National Headquarters and keep them informed from time to time about the work in the Presidency.

5. To arrange for the issue of all warrants and charters and maintain the necessary records.

6. To be responsible for the issue of all badges and the proper maintenance of Badge Stock and issue registers.

7. To arrange for the registration of all Local and District Associations and Divisional Councils.

8. To receive all moneys at Headquarters and issue the necessary receipts and remit the amount so received to the Association Account in the Bank.

30. Honorary Provincial Treasurer :

The Honorary Provincial Treasurer shall be elected from the members of the Provincial Council. He shall keep all moneys received on behalf of the Association and disburse the same as authorised by the Executive Committee. He shall keep a full account of all moneys received and paid out and render a report at each meeting of the Executive Committee and at each Annual Meeting of the Provincial Council. He shall present a complete and detailed statement of all receipts and expenditure together with a statement of assets and liabilities and the financial operations of each of the Association during the preceeding year, this statement having first been duly audited by Auditors approved by the Executive Committee. All funds of the Association shall be deposited in such depositories as shall be approved by the Executive Committee.

31. Other Officers :

1. The following are the other executive officers of the Association and constitute the warranted ranks :

(*a*) Headquarters Commissioner for general, or specific purposes such as Vernacular Literature and Publications, Equipment, Propaganda, Entertainments, etc., etc.

(*b*) Divisional Commissioners.

(*c*) District and Assistant District Commissioners.

(*d*) District Scouters.

(*e*) Group Scouters.

2. Appointments to the ranks *a*, *b* and *c* will be made by the Provincial Chief Commissioner on warrants signed by him. Appointments of officers in clauses *d* and *e* will be made by the Provincial Chief Commissioner on the recommendation of the Local or District Associations and District Commissioners.

32. Non-warranted Ranks:

1. *Honorary Commissioner.* The Provincial Chief Commissioner may at his discretion confer an honorary rank upon a Commissioner giving up his warrant, for a period of one year with power to renew from year to year.

2. *Non-Executive Ranks.*

These Are:

(*a*) Presidents and Vice-Presidents of Local and District Associations and Divisional and Provincial Councils.

(*b*) Secretaries of Local and District Associations and Divisional and Provincial Councils.

(c) Treasurers of Local and District Associations and Divisional and Provincial Councils.

(d) Instructors, Examiners, and Medical Officers of Local and District Associations and Divisional and Provincial Councils.

33. Additions and Alterations:

Additions and alterations to these rules shall be made only by the Provincial Chief Commissioner on the recommendation of the Provincial Council at its Annual or Special meetings by a Two-third majority of members present.

CHAPTER II

DISTRICT AND LOCAL ASSOCIATIONS AND DIVISIONAL COUNCILS

I. DISTRICT ASSOCIATION

1. *Formation:* There shall be a District Association with a District Commissioner at the Headquarters of every district composed of the Assistant District Commissioners and representatives of the Local Scout Associations in the District and some influential and prominent members of the public.

2. *Area:* The extent and Boundaries of Districts shall be settled by the Provincial Chief Commissioner in consultation with the Provincial Executive Committee.

3. *Office-bearers:* Each District Association may have a President, one or more Vice-Presidents, one or more Secretaries and a Treasurer elected from among its members annually.

4. *Executive Committee:* A small Executive Committee may be elected with the Divisional Commissioner, the District Commissioner and Assistant District Commissioners and other District Scouters in the District as Ex-Officio members of the Committee, to manage the work of the District Association.

5. *Functions:*

(a) To popularise and supervise the movement in the area under its jurisdiction without in any way interfering with the autonomy of individual units and Local Associations;

(*b*) To encourage the formation of Local Associations at suitable centres in the District and recommend them for registration at the Provincial Headquarters ;

(*c*) To arrange for the proper training of scouters of all ranks with in the area of the District and to arrange for Preliminary Training Courses from time to time for prospective Scouters ;

(*d*) To arrange for periodical conferences of Scouters, Rallies and Competitions and training of Patrol Leaders ;

(e) To carry out the duties of a Local Association in areas where there are no Local Associations ;

(f) To develop Scouting in rural areas by adapting it to village needs.

6. *Registration* : The Secretary of the Association shall forward an application in duplicate made out on printed "A" forms available at the Provincial Headquarters together with three copies of the Constitution and Bye-Laws of the District Association and remit such registration fees as may be prescribed by the Provincial Executive from time to time.

The Association should be considered as "registered" only on receipt of official intimation to that effect from the Provincial Headquarters.

7. *Renewal of Registration* : All District Aasociations should get their registration renewed annually before the 15th of April. The Secretaries of the Association when applying for renewal of registration should forward to the Provincial Headquarters an up-to-date and a complete list of office-bearers of the Association with their correct addresses and a detailed report of the work done by the Association as also the financial statement of the Association for the year ending 31st March. The necessary registration fees due to the Provincial Headquarters should also be remitted along with the application.

8. *Cancellation of Registration* : Registrations of District Associations may be cancelled by the Provincial Chief Commissioner in consultation with the Provincial Executive, for the violation of the Aims, Objects or Policy of the movement, for mismanagement of funds, or

for any act considered to be detrimental to the interests of the Association.

The Provincial Chief Commissioner shall at the time of the cancellation of registration direct the Association to hand over records and files, property and funds of the Association to any individual or body nominated by him.

9. *Alterations* : Any alterations, additions and amendments in the Constitution and Bye-Laws of the Association shall first be passed at a General Body Meeting of the District Association and approved by the Provincial Executive Committee before they are brought into operation.

10. *Disagreements* : See " Local Association Rule 10."

11. *District Scout Organiser* : District Associations may appoint suitable men or women as full-time District Scout Organisers in their Districts with the previous approval and sanction of the Provincial Chief Commissioner who may give all necessary directions in regard to their work.

II. LOCAL ASSOCIATIONS

1. *Formation* : Local Associations affiliated to the District Associations may be formed for a Taluk, a City, a Town, or a Group of Villages. Each Local Association may have one or more Assistant District Commissioners not exceeding three at the most with specific duties allotted to them.

No Local Association can be formed in a city or a town where a District Association has its Headquarters. In such cases the District Association will cary out the duties of a Local Association in the city or town. In case a District Association is organised in a city or town where there is already a Local Association functioning, the Local Association will merge itself with the District Association and the Local Association may be abolished.

The Chief Commissioner, however, can permit a Local Association to function in a District Headquarters as a special case.

2. *Area* : The area to be administered by a Local Association shall be settled by the District Commissioner in consultation with the District Executive Committee.

3. *Office-bearers* : Each Local Association will consist of a President, one or more Vice-Presidents, one Secretary and a Treasurer elected from among its members annually.

4. *Executive Committee* : An Executive Committee not exceeding.........in number shall be elected with the District Commissioner of the District and Assistant District Commissioners of the Local Association as Ex-Officio members to manage the work of the Local Association.

5. *Functions* :

(*a*) To safeguard and encourage the movement within its area with the least possible interference and to promote the initiative of the groups ;

(*b*) To recommend through the District Commissioner to the Provincial Headquarters suitable persons to act as Scouters in the groups under its jurisdiction ;

(c) To register groups through the District Association if any with the Provincial Headquarters ;

(*d*) To be responsible for the grant of all Badges and to arrange for examiners and instructors for the various Proficiency Badges ;

(e) To make recommendations through the District Commissioner in deserving cases for decorations and awards ;

(f) To conduct Camps and Rallies for Scouts in its area from time to time with the permission of the District or the Assistant District Commissioner of the area.

6. *Registration* : The Secretary of the Association shall forward an application in Triplicate made out in printed forms "A-1" available at the Provincial Headquarters together with three copies of the constitution and Bye-Laws (the Constitution and Bye-Laws to be on the model suggested in the Appendix) to the District Association concerned, and remit such fees due to the District Association and the Provincial Headquarters. The District Association will then forward the application together with the three copies of the Constitution and Bye-Laws together with their recommendations to the Provincial Headquarters for necessary registration. The Association shall be considered

"registered" only on receipt of an official intimation to that effect from the Provincial Headquarters.

7. *Renewal of Registration* : All Local Associations shall get their registration renewed annually before the 15th of April. The Secretaries of the Association shall apply to the Provincial Headquarters through the District Association concerned for the renewal of registration. When doing so, they shall send two copies of an up-to-date and complete list of office-bearers of the Association and their correct addresses. The registration fees if any due to the District Association and the Provincial Headquarters shall also be remitted.

The District Secretary will retain one copy of the report and list of office-bearers and forward the other copy together with the fees due to the Provincial Headquarters for necessary action and renewal.

8. *Cancellation* : Registration of Local Associations may be cancelled by the Provincial Chief Commissioner in consultation with the District Commissioner and the District Executive Committee concerned, for the violation of the Aims, Objects, or Policy of the movement, for mismanagement of funds, or for any act considered to be detrimental to the interests of the Hindustan Scout Association.

9. *Alterations* : Any alteration, addition and amendments to the Constitution and Bye-Laws of the Local Association shall be passed at a General Body Meeting of the Local Association, recommended by the District Association and approved by the Provincial Headquarters before they can take effect.

10. *Disagreement* : If the Local Association and the District Commissioner or the Local Association and the District Association are unable to agree in any case, the matter shall be referred to the Provincial Chief Commissioner, whose decision shall be final.

III. DIVISIONAL COUNCILS

A number of Districts may be grouped together and formed into a Division under a separate Divisional Commissioner. Where this organisation is adopted with the permission of the Provincial Chief Commissioner and the Executive Committee if it will facilitate better

co-ordination, supervision and control of scouting in Local and District Associations and to further decentralisation, Divisional Councils may be formed of the representatives from the Local and District Associations from that Division, all the District Commissioners and the Divisional Commissioner.

CHAPTER III

SCOUTERS (RANKS AND OFFICERS)

EXECUTIVE RANKS

The followinq are entitled to receive Warrants :

(a) Group Scouters.

(b) District Scouters.

(c) District and Assistant District Commissioners.

(d) Divisional Commissioners.

(e) Headquarters Commissioners.

(f) Provincial Organising Commissioner and Assistant Provincial Organising Commissioners.

(g) Provincial Chief Commissioner.

1. Cubmaster and Assistant Cubmaster :

1. *Appointments* : Cubmasters and Assistant Cubmasters are appointed on the recommendation of the Local Association and District Commissioner with warrants from the provincial Headquarters. Ladies are eligible for this rank.

2. *Qualifications* :

(a) A full appreciation of the religious and moral aim underlying the scheme of Scouting.

(b) Personal standing and character such as will ensure a good moral influence and sufficient steadfastness of purpose to carry out the work with energy and perseverance.

(c) A sympathetic understanding of and ability to deal with children of the Cub age.

(d) A general study of Scouting as set forth in prescribed books, and a specific study of these rules and their application to his own rank.

(e) The successful completion of a period of training under the auspices of the Hindustan Scout Association, with subsequent recognition by the Provincial Headquarters. (Exemption may be granted in special cases.)

(f) The age of 20 or over for Cubmaster and 18 or over for Assistant Cubmaster.

3. *Functions* :

(*a*) The proper conduct of a Cub Pack.

(*b*) When a Pack is attached to a Group under the general supervision of a Group Scoutmaster, the fullest amount of responsibility consonant with group harmony will be delegated to the Cubmaster in the actual management of the Pack.

(c) In deciding matters of internal administration, however, it is desirable that the Cubmaster should, as far as possible consult Sixers' Council.

2. Flock Leader and Assistant Flock Leader

1. *Appointments*
2. *Qualifications*
3. *Functions*

} Same as for Cubmaster and Assistant Cubmaster.

3. Scoutmaster and Assistant Scoutmaster :

1. *Appointments* : Scoutmasters and Assistant Scoutmasters are appointed on the recommendation of the Local Association and District Commissioner with warrants from Provincial Headquarters. (Ladies are only eligible under special warrant for the Boy's Section. See Chapter IV).

2. *Qualitications* : Same as for Cub and Assistant Cubmaster, except that (c) for " Cub age " substitute the words " Scout age."

3. *Functions* :

(*a*) The joint or full charge and proper conduct of a duly registered Scout Troop in the area for which his warrant was granted.

(*b*) When a Troop is attached to a Group under the general supervision of a Group Scoutmaster, the fullest amount of responsibility consonant with group harmony will be delegated to the Scoutmaster in the actual management of the Troop.

(*c*) In deciding matters of internal administration, however, it is imperative that the Scoutmaster should consult the "Court of Honour".

4. Captain and Assistant Captain :

1. *Appointments* 2. *Qualifications* 3. *Functions*	Same as for Scoutmaster and Assistant Scoutmaster.

5. Rover Scout Leader and Assistant Rover Scout Leader :

1. *Appointments* : As for Scoutmaster and Assistant Scoutmaster.

2. *Qualifications* : (*a*) to (*e*) As in 1-2, except that in (*c*) for "children of Cub age" substitute the words "boys approaching manhood."

(*f*) The age of 30 or over for a Rover Scout Leader. (In special cases on the recommendation of the District Commissioner this can be reduced to 25.) The age of 25 or over for Assistant Rover Scout Leaders.

(*g*) A general knowledge of the social needs of the community in his neighbourhood and ability to find service for his Rovers.

(*h*) A personal standing, character, and experience of life, such as will enable him to lead young men, and an understanding of the principles of leadership involved.

(*i*) Acceptance by the Rovers of the Crew concerned.

(j) For Rover Scout Leader only: Ability to obtain the use of a separate Rover Den, as essential to the success of a Rover Crew.

3. *Functions:*

(a) The proper conduct and charge of a Rover Crew, subject to the general supervision of the Group Scoutmaster.

(b) The Rover Scout Leader will, however, entrust, as far as possible to the Crew all internal matters of discipline and administration, including the expenditure of Crew funds, as defined in Chapter V.

6. Ranger Leader and Assistant Ranger Leader:

1. *Appointments*
2. *Qualifications*
3. *Functions*

} Same as for Rover Scout Leader and Assistant Rover Scout Leader.

7. Group Scoutmaster:

1. *Appointments:*

(a) Where a Group consists of more than one Section, it is desirable that a person not in charge of one of the Sections should be appointed as Group Scoutmaster. In such a case, a warrant as Group Scoutmaster, in accordance with rules in Chapter IV, must be applied for, on the recommendation of the Local Association and District Commissioner.

(b) In the absence of such a person, the Scouter in charge of one of the Sections of the Group who is best qualified by character, age, and experience, may be selected to carry out the duties of the Group Scoutmaster, but a separate warrant as Group Scoutmaster need not be applied for.

(c) In the selection of a Group Scoutmaster, the Local Association and District Commissioner will have regard to the rights of the Controlling Authority, and will also consult the Group Council, after obtaining the proper character references, as set forth in Chapter IV.

(*d*) No warrant as Group Scoutmaster will be issued in Groups consisting of one Section only, in which case the Scouter in charge of that Section shall be regarded as acting in the capacity of Group Scoutmaster for all purposes.

2. *Qualifications* : "a" to "e" as for Cubmaster and Assistant Cubmaster but in (c) for "Children of Cub Age" substitute Boys of Cub, and Scout age and young men of Rover age and a general knowledge of the Three Sections in the movement, *i.e.*, Cub, Scout and Rover. (If the Group Scout Master is to take charge of a Rover Crew, he must have the additional qualifications listed for Rover Scout Leaders.

(*f*) The age of 25 or over.

(*g*) Ability to obtain the use of suitable accommodation for Scout meetings.

3. *Functions* :

(*a*) The exercise of general supervision over all Sections of the Group, the harmonious co-ordination of their activities, whilst at the same time the delegation of the fullest amount of responsibility in their actual management to the Scouters in charge of them.

(*b*) The chairmanship of the Group Council under Rules of Chapter V, and the encouragement of co-operation between the Scouters of the Group.

(*c*) The forming and serving on a Group Committee under Rules of Chapter III.

(*d*) The handling of matters relating to scout membership.

8. Group Leader:

1. *Appointments*
2. *Qualifications* — Same as for Group Scoutmaster.
3. *Functions*

9. District Scouters:

1. *Appointments* : District Cubmaster, District Flock Leader, District Scoutmaster, District Captain, District Rover Scout Leader and District Ranger Leader may be appointed on the recommendation of

the Local Association and District Commissioner with annual warrants from the Provincial Headquarters.

2. *Qualifications* :

(a) *District Cubmaster* : At least 2 years' experience as a warranted Cubmaster of a registered Pack and preferably the successful completion of the Cub advanced course of training. At time of application for a warrant as District Cubmaster, the charge of an active registered Cub Pack.

(b) *District Flock Leader* : Appointments and qualifications same as for District Cubmaster.

(c) *District Scoutmaster* : At least 2 years' experience as a warranted Scoutmaster of a registered Troop, or as a warranted Group Scoutmaster of a registered Group, and preferably the successful completion of the Scout advanced course of training. At time of application for a warrant as District Scoutmaster, the charge of an active registered Scout Troop or Group.

(d) *District Captain* : Appointments and qualifications same as for District Scoutmaster.

(e) *District Rover Leader* : At least 2 years' experience as a warranted Rover Leader of a registered Crew, and preferably the successful completion of the Rover advanced course of training. At time of application for a warrant as District Rover Leader, the charge of an active registered Crew.

(f) *District Ranger Leader* : Appointments and qualifications same as for District Rover Scout Leader.

3. *Functions* : The performance of any duties delegated to them by the District Commissioner. They should mainly concentrate on helping of Scouters by advice or practical service to increase the efficiency of the Groups.

10. District and Assistant District Commissioners :

1. *Appointments* : The District Commissioner by warrants from the Provincial Headquarters on the recommendation of the Provincial

Chief Commissioner. Where the office of the District Commissioner is vacant, the Provincial Chief Commissioner will either depute some other District or Assistant District Commissioner to act, or will himself perform the functions. The Assistant District Commissioner is appointed as above in consultation with the District Commissioner.

2. *Qualifications* : As for Group Scoutmasters (Training can be completed shortly after appointment as Commissioner).

In the District Commissioner and his Assistant the ability to lead the younger generation should be marked.

3. *Functions* : (1) The functions of the District Commissioner in his District are to be responsible to the Provincial Chief Commissioner and to the Provincial Headquarters for the welfare and progress of the movement and for the maintenance of the policy, organization and rules of the Association.

(*a*) To encourage the formation of Local Associations and secure their effective working.

(*b*) To secure the harmonious co-operation of all Local Associations and Scouters in the District.

(c) With the co-operation of the District and Local Associations to be responsible for the training of Scouters and to supervise the training of all Scouts.

(*d*) To visit Groups and advise how to conduct them on the approved lines.

(e) To test the wearer of any proficiency badge in his knowledge of the subjects, with power to withdraw the badge if the knowledge is insufficient.

(*f*) To deal, as laid down, with all matters allotted to him under these rules, and in particular, with Warrants, Non-Executive and Honorary Ranks, Group Registrations, Membership of Scouts, Decorations and Awards.

(*g*) To grant, at his discretion, camping permits to Scouts and Scouters of his District, and to supervise all camps held in his District, whether by his own or by visiting Scouts or Scouters.

(*h*) To exercise control over all visiting Scouts, whether camping or not, and, if necessary, to report the circumstance of the visit to the Provincial Chief Commissioner who will thereupon inform the District Commissioner of the District from which the Scout has come, if in this same Province, or National Headquarters, if from another Province or State.

(*i*) To combine with his own functions those of the Local Association in any part of his District in which there is no such body.

(2) The Assistant District Commissioner will, in addition to assisting with the general duties herein above outlined at the request of the District Commissioner, be liable for special appointment under special warrant, either.

(*a*) For the maintenance of a specified part of the District and or,

(*b*) For special duties in connection with Cubs, Rovers, Special Tests, etc.

11. Divisional Commissioner:

1. *Appointments* }
2. *Qualifications* } As for District Commissioner.

3. *Functions*: To be responsible to the Provincial Chief Commissioner and the Provincial Headquarters for the welfare and progress of the movement in his Division and to secure the harmonious co-operation of all the District Associations, and District Commissioners in his Division.

12. Headquarters Commissioner:

1. *Appointments*: By the Provincial Chief Commissioner.
2. *Qualifications*: As for District Commissioner.
3. *Functions*: To assist the Provincial Chief Commissioner and the Provincial Headquarters generally and for such special needs as literature, equipment, propaganda, public service, entertainments, etc.

13. Provincial and Assistant Provincial Organizing Commissioners:

See Rules 26, 27, 28 in Chapter I.

14. Provincial Chief Commissioner:

See Rule 25 in Chapter I.

NON-EXECUTIVE RANKS

The following appointments, known as Non-Executive ranks, may be made by the Local Association and District Commissioner and are known as Non-Executive ranks. These ranks do not carry warrants, but the procedure to be observed and the precautions to be adopted by the Local Association and District Commissioner, and, where occasion arises, by the Provincial Chief Commissioner, in all matters connected therewith, and, in particular, in regard to general qualifications, the wearing of uniform, appointment, suspension and retirement, are the same in every respect as in the case of District or Group Scouters, except that :

1. Appointment is concluded locally.
2. Notification of appointment or retirement will not be sen to Provincial Headquarters unless under circumstances adversely affecting the character or efficiency of the person.
3. Women shall be eligible for Non-Executive Ranks.
4. Non-executive ranks shall be conferred only at 18 years or over.

1. Lady Worker:

This rank may be conferred upon a lady who has organized or administered a Pack or Troop in the Local Association, and has secured the services of a warranted Scouter, or who is giving regular and efficient instruction to a Pack or Troop.

2. Instructor:

This rank may be conferred on an instructor expert in a subject Scouts should know and who has successfully instructed Scouts in the area for at least three months.

3. Examiner :

This rank may be conferred upon a person having expert knowledge of any subject necessary for a Scout Proficiency Badge. An Instructor may be appointed as Examiner, he may not examine any Scout he has instructed except with the special sanction of the District Commissioner in each case and in accordance with such conditions as he may lay down.

4. Surgeon :

This rank may be conferred on a member of the medical profession who gives his services to any body of Scouts.

NOTE : Office-bearers of Local and District Associations, Divisional Councils and Provincial Association come under Non-Executive Ranks and are entitled to wear uniform and badges relating to their ranks so long as they remain in office.

HONORARY RANKS

1. *Appointments* : The District Commissioners may confer the corresponding Honorary Rank on a person ceasing to hold warrant as a Group Scouter, and not having any other rank as a Scouter in the movement. These ranks will be provided with letters of appointment signed by the Provincial Chief Commissioner and District Commissioner respectively.

Such rank is open to revision each year in the month of March. Those in Honorary Ranks do not hold warrants.

2. Persons holding Honorary ranks may wear uniform and badges allowed for their ranks

CHAPTER IV

WARRANTS

ISSUANCE

1. Warrants are issued to:

1. The Provincial Chief Commissoner, on the recommendation of the Provincial Council, by the National Headquarters and signed by the National Commissioner.

2. (*a*) Provincial and Assistant Provincial Organizing Commissioners,
   (*b*) Headquarters Commissioners,
   (*c*) Divisional Commissioners,
   (*d*) District and Assistant District Commissioners,
   (*e*) District Scouters, see Chapter III for detail,
   (*f*) Group Scouters, see Chapter III for detail, by the Provicnial Headquarters and signed by the Provincial Chief Commissioner.

2. Warrants are not issued for:

1. Honorary ranks, which are conferred by the Provincial Chief Commissioner or by District Commissioners at their discretion, the same to terminate on 31st March of each year, unless renewed.

2. Non-Executive Ranks : See Chapter III.

3. In general the policy of this Association is to appoint men to lead Packs, Troops and Crews and fill their higher administrative offices, and women to assist in leading Packs, and to lead Flocks, Girl Troops

and Companies and fill their higher administrative offices, with the two great Sections uniting in the person of the Provincial Chief Commissioner. Under exceptional circumstances this policy may be reversed to satisfy local conditions by the Provincial Chief Commissioner. In Non-Executive Ranks there is no discrimination of sex.

4. A person should not hold two or more warrants, or other ranks, unless he has the time and ability to carry out satisfactorily the duties involved. In every such case, before the granting of additional warrants, the approval of the Local Associations and District Commissioners concerned must be obtained where the appointments are in different Local Associations, and in addition the approval of the Provincial or State Commissioners where more than one Province or State is involved.

3. Procedure for issuance:

1. *Nominations*:
   - (a) Applicants for warrants as District Scouters and Group Scouters must be nominated to the Local Association by a member or some other person of repute who, in either case, knows the applicant personally and can vouch for his character and general suitability
   - (*b*) In controlled groups nomination must be made by the controlling authority.
   - (c) The Provincial Chief Commissioner deals directly with nominations to the ranks of Commissioners of all ranks.
2. *Investigation*:
   - (*a*) In all cases careful inquiry must be made with regard to the applicant's previous Scout service, if any, and where the applicant's antecedents are not fully known, the Local or District Commissioner must consult the Provincial Headquarters before further steps are taken.

In view of the responsibility to parents and children, Local Associations and District Commissioners must take every precaution to ensure that no one whose character is open in any way to suspicion is admitted into the Movement, and they must show no false mercy in any case where such a person has wrongfully gained admission.

(*b*) The Local Association must satisfy itself in every case that the applicant has the necessary qualifications for admission to the rank desired, as set forth in Chapter III and in Scouters below the rank of Group Scout Master that the latter's approval is obtained.

3. *Probation*: While the Local Association must immediately inform the District Commissioner of any nomination, applicants for warrants as Group Scouters must serve a probationary period of three months in the actual rank for which the warrant is desired.

The District Commissioner must in every case satisfy himself independently of the Local or District Association of the eligibility of the applicant, and may at his discretion, require a course of training.

4. *Application*: When the foregoing conditions are complied with, formal application is made to the Provincial Headquarters for warrants for District Scouters and Group Scouters by the Local Associations and District Commissioners jointly, on the printed form which must be signed by the nominator, the Local Association Secretary and the District Commissioner.

Where an applicant, is rejected on the ground that he or she is undesirable or unfit to hold warrant a report must be sent by the Local Association Secretary to the Provincial Headquarters through the District Commissioner.

DURATION

All warrants., excepting that of the Provincial Chief Commissioner and the Provincial and Assistant Provincial Organizing Commissioners are valid only until 31st March of each year, or unless sooner suspended or cancelled, as hereinafter set forth.

SUSPENSION

1. Where it appears desirable in the interests of the Movement the holder of a warrant may be suspended as follows:

(*a*) Commissioners by the Provincial Chief Commissioner and the Executive Committee. (Suspension of all Scouters in a Local Association or of all scouters of a group respectively may result from suspension of the Local Association.)

(*b*) District or group Scouters by the District Commissioner or Local Association.

2. An Assistant District Commissioner who has suspended any District or Group Scouter in his District must immediately inform the Local Association, and the Local Association must similarly inform the District Commissioner if they intend him to take any such action.

3. Suspension by the District Commissioner must be followed as soon as possible by a full inquiry by the District Commissioner and Local Association jointly. The person suspended (and in the case of Controlled Groups, the Controlling Authority) must be informed of the meeting and given an opportunity to be heard.

4. Suspension is to be regarded as a purely temporary measure. After such inquiry as may be required under the rules, the suspension must be withdrawn, or a recommendation for the cancellation of the warrant with a full report must be forwarded to the Provincial Headquarters by, or through, the District Commissioner, as the case may be.

5. A person thus suspended must, for the time being surrender his warrant, must refrain from participation in any activity connected with the Movement and must not, wear uniform or badges. Any rank or appointment held in the Movement by such a person is to be considered vacant for the time being. Any case of difficulty arising under this rule should be referred to the Provincial Headquarters.

CANCELLATION

1. In every case a warrant ceases to be effective on the holder discontinuing or failing to perform the duties for which it was issued.

2. Warrants are cancelled by the Provincial Headquarters at its discretion as follows:

(*a*) *All ranks*: On the warrant ceasing to be effective, either through its expiration or as in "1" above.

(*b*) *District and Group Scouters* : On the recommendation of the District Commissioner and Local Association Executive.

(c) *Commissioners* : On the recommendation of the Provincial Chief Commissioner.

3. In the case of a Controlled Group, the Controlling Authority is entitled to be heard by the Local Association and District Commissioner in any matter concerning the cancellation of the warrant of any Scouter of the Group.

4. Where a Scouter changes his rank in the same Group, or takes up work with another Group or in another Local Association, the case must be treated as a cancellation of the former warrant, which must be returned, as provided in Rules under the head "Return" in this Chapter. An application for the issue of a new warrant must be made in the ordinary way. The new address of any Scouter leaving a District should be registered by the Local Association Secretary in order that the Provincial Headquarters may inform the District Commissioner of the District to which the Scouter is going.

RETURN

1. All warrants remain the property of the Provincial Headquarters and must be returned at any time on demand without being called upon to state any reasons for such demand.

2. Warrants must also be returned by the holders, whether demanded or not, in any of the following circumstances.

(*a*) On the warrant ceasing to be effective. (See Rules 1 and 2 under the head "Cancellation" in this Chapter.)

(*b*) Where a recommendation is made for cancellation to the Provincial Headquarters. (See Rules under the head "Cancellation" in this Chapter). If the service of the Scouter has been satisfactory, at its discretion, the Provincial Headquarters may permit the holder to retain the cancelled warrant.

(c) During any suspension of the holder, the warrant is to be retained by the Provincial Chief Commissioner, District

Commissioner or Local Association Secretary to whom it is returned, until the matter is determined.

3. Commissioners' Warrants are to be returned, as above, to the Provincial Chief Commissioner. District and Group Scouters' to the Local Scout Association Secretary, or if so stated to the District Commissioner, who will in turn forward the returned warrants to the Provincial Headquarters.

4. In every case of a return of warrant to higher authority, a full report of all the attendant circumstances must accompany the warrant.

5. In all questions of disagreement relating to warrants between the Local Association and District Commissioner, the matter must be referred to the Provincial Chief Commissioner who will report his decision to the Provincial Executive Committee.

CHAPTER V

GROUP ORGANIZATION

THE SCOUT GROUP

The complete Boy's Group consists of three Sections :
Cub Pack, Scout Troop and Rover Scout Crew.
The complete Girl's Group consists of three corresponding Sections :
Bulbul Flock, Scout Troop and Ranger Company.
Either group may at any time consist of one or two Sections only,

The Hindustan Scout Association recognizes that the problem of the boy and girl is distinctively different and therefore its policy is to maintain separate training groups for boys' and girls' sections under their respective officers. This in no way precludes joint rallies, and other general gatherings on special occasions, nor in any way interferes with internal organization of controlled groups as here-in-after set forth.

"CONTROLLED" AND "OPEN" GROUPS

Thd following bodies, together with any others which may from time to time be approved as such by the Provincial Headquarters, are entitled to apply for a special registration to be known as "controlled Group" as distinct from the "Open Group" or general registration : Religious organizations, universities, colleges and schools, Red Cross Societies, Vyayamsalas, Mandals, youth organizations, and other such bodies.

1. **School Group :**

1. This controlled Group is composed entirely of boys or girls who or are have been at the school and is registered as controlled by the Headmaster or Headmistress.

2. When a Scout wishes to be connected with a School Group and also with a Group at his home, he will be enrolled in the School Group and be attached to his Home Group as an associate with the permission of the Scouters of both the Groups.

3. A Scout who belongs to a School Group may, with the approval of the Group Scoutmaster of that Group, qualify for Proficiency Badges during the holidays in any Local Association.

4. Controlled Groups shall not admit boys who are not under their control, except with the express sanction of the controlling authority. While non-observance of this provision does not of itself change the nature of the registration, if deliberate, it forms a valid ground for recommendation to the Provincial Headquarter by the Local Association and District Commissioner that the registration should be altered.

Where, however, in their opinion it is desirable, the Local Association and District Commissioner may give permission for such other boys to be admitted to a Controlled Group. In such cases the Group must be subject to the Provisions of Rule relating to "Religious Observances."

2. Controlling Authority :

1. In the Controlled Group, the person or Committee appointed by the body or organisations concerned to exercise its functions with respect to such a group is known as the "Controlling Authority."

2. The Controlling Authority obtains the right to nominate persons for appointment as Scouters of the Group in accordance with Rules and the Local Association and District Commissioner may not consider any person for such appointment until so nominated.

3. The controlling Authority has the right to be heard by the Local Association and District Commissioner in all matters concerning any refusal of, alteration in, or cancellation of, the Group Registration, the issue, suspension, or cancellation, of the warrant of any Scouter of the Group, or dismissal of any Scout in the Group.

4. The Controlling Authority, as such, is concerned, in certain cases under rule relating to "Religious Observances" in the religious training of the Scouts, but, in no case is concerned, in matters of ordinary

training for which the Group Scoutmaster is responsible to the Local Association or the District Commissioner.

3. Registration—Procedure :

1. Application for Registration of a Group is to be made by the Prospective Scouter in charge, immediately its first Section is formed either to the District Commissioner or Local Association Secretary who will inform the District Commissioner.

2. The Local Association and District Commissioner must satisfy themselves independently that registration is desirable, that the Group will be properly conducted and that suitable Scouters are forthcoming.

3. When both Local Association and District Commissioner are satisfied, recommendation is made to the Provincial Headquarters on printed 'B' forms in Triplicate, which must be signed by the Local Association Secretary and by the District Commissioner. In the case of controlled Groups the forms must also be signed by the Controlling Authority.

4. The forms are sent to the Provincia Headquarters direct.

5. Where recommendation is refused, a full report must be made to the Provincial Headquarters.

6. On receipt and approval of Registration ('B') forms a Charter is sent by the Provincial Headquarters to the person in charge of the Group through the Local Association Secretary.

4. Registration—Renewal :

Registration is only effective until the next 31st March. If not renewed at the time of the Annual re-registration return, the Group ceases to be recognised.

5. Registration—Changes and Transfers :

Any changes desired in the registered title of a Group, or in the nature of the Registration (as Open or Controlled) and any transfer from one Local Association to another, are to be dealt with by the Local Associations and District Commissioners concerned in a manner similar to the foregoing procedure, but any recommendation to the

Provincial Headquarters is submitted in Triplicate and where a Group is to be transferred to another Province or State both Provincial Chief Commissioners must approve.

6. Registration—Cancellation :

A Group Registration is Cancelled by the Provincial Headquarters:

1. On the recommendation of the Local Association and District Commissioner. The Scouters concerned, and in the case of Controlled Groups, the Controlling Authority, are entitled to be heard.

2. On failure to renew the registration in any year.

7. Registration—Suspension :

A Group may be suspended :

1. By the District Commissioner who will thereupon inform the Local Association of his action ;

2. By the Local Association, in which case the District Commissioner must at once be informed ;

3. During suspension all activities of the Group will cease and, except in so far as may be otherwise provided by the terms of the suspension, all Group Scouters are automatically suspended and no member of the Group may wear uniform or badges.

4. Suspension is to be regarded as a purely temporary measure, and must be followed as soon as possible by a full inquiry by the District Commissioner and Local Association jointly. The Scouters concerned, and in the case of a Controlled Group, the Controlling Authority, must be informed of the meeting and be given an opportunity to be heard.

5. As a result of such inquiry, the suspension must be withdrawn, or a recommendation for the cancellation of registration and or the warants of any scouters must be forwarded with a full report to the Provincial Headquarters by or through the District Commissioner as the case may be.

8. Registration—Lone Groups :

Where on account of exceptional conditions a Group cannot be included conveniently in the area of any Local Association it may be

registered as a lone Group on the recommendation of the District Commissioner who will act alone in all matters relating to such a group.

9. Registration—Sections :

1. The addition of any further Section to a Group which has already been registered has to be registered at the Provincial Headquarters through Registration forms as usual and the necessary registration fees should also be paid.

2. Where approval of a new Section of a Group is refused action under Rule 12 in this chapter may become necessary.

10. Registration Fees :

Every Local or District Association may charge annual Registration fees from each section of a Group. The Provincial Headquarters may also charge annual Registration fees for each section of a group.

11. Disbandment :

Any Section of a Group may be disbanded by joint action of the Local Association and District Commissioner, or suspended by either the Local Association or District Commissioner. In either case, the procedure to be observed throughout is similar to that laid down in the case of Groups in Rule 7 in this Chapter, except that the matter is concluded locally, and no report is made to the Provincial Headquarters unless the case comes within Rule 12 in this Chapter.

12. Registration Reports to Provincial Headquarters :

A *full* report must be made to the Provincial Headquarters through the Provincial Chief Commissioner whenever action is taken by the Local Association and District Commissioner in circumstances which reflect adversely upon the character and suitability of any person concerned in any of the following cases :

1. Refusal to recommend the registration of a Group, or to approve the addition of a new section to a registered Group.

2. Recommendation for cancellation of a Group registration, or a decision to disband a section of a group.

13. Membership:

1. The admission of any Scout rests with the Group Scoutmaster, but in normal cases, and subject to Rule about admission by the Crew shall generally be delegated by him to the Scouter in charge of the section concerned who, in the case of a Scout or Rover, will act in consultation with the Court of Honour or the members of the Rover Crew as the case may be.

2. The approval of the Group Scoutmaster is necessary in any case of dismissal of a Scout.

3. In any case of dismissal the Scout has a right of appeal to the Local Association and District Commissioner.

4. A Scout can only belong to one Group, but may be temporarily attached to another, if eligible.

14. Transfers:

1. No boy may be accepted as a member of a Group within two months of his leaving another Group without a written approval of the transfer by the Group Scoutmaster of his former Group.

2. In case of a dispute as to a transfer, the matter must be referred to the District Commissioner for decision.

15. Lone Scouts and Lone Rovers:

1. Where, on account of special circumstances, a boy is unable to be a member of a Group, the District Commissioner if he thinks it desirable, and can arrange for his subsequent supervision, may request the Provincial Headquarters to register him as a Lone Scout or Lone Rover.

2. A boy should not be registered as a Lone Cuo.

16. Group Council:

1. Where the Group consists of two or more Sections, the Scouters of the Sections will meet regularly to discuss matters affecting the Group. Such meeting is called the "GROUP COUNCIL."

2. The Group Scoutmaster will be the Chairman of the Group Council.

17. Group Committee:

1. It is necessary in all cases, more so where outside subscriptions, or other funds are received, that a small Group Committee composed of parents of the Scouts and others interested in the Group should be formed to be responsible for the Group Property, and to assist the Group Scoutmaster with finance, propaganda and obtaining accommodation, camping grounds, and employment for the members of the Group.

In the case of any difference of opinion between the Group Committee and the Group Council with regard to the expenditure of funds, the matter must be referred to the Local Association and the District Commissioner.

2. The Group Scoutmaster will be a member of the Group Committee and the Secretary of the Committee.

3. The Group Committee is not concerned in any way in the actual training of the Scouts, but may offer suggestions to the Group Scoutmaster.

4. Members of a Group Committee are appointed or retired by the Group Scoutmaster subject to the approval of the Local Association and District Commissioner, given in the case of Controlled Groups after consultation with the Controlling Authority.

18. Group Finance and Property:

1. It is most important that where a Group possess property of any value, such property should be vested in trustees. The property of open Groups, when they are disbanded shall go to the Local Association.

2. In a Controlled Group, if the creation of such a Trust is not possible, a letter of agreement between the Group Scoutmaster and the Controlling Authority may be sufficient to avoid disputes as to ownership of property.

3. A schedule of Group property must be submitted each year to the Local Association or District Commissioner if required.

19. Raising Funds:

1. The Groups Scoutmaster must ensure that no method of raising Group funds is employed which is not in accordance with rules in Chapter I.

2. Any outside subscriptions to a Group, including funds obtained from the public by the Group or its Sections, must be administered by the Group Committee acting in consultation with the Group Council.

3. Subscriptions paid by the Scouts themselves will be administered by the Section concerned as will also any sums allotted to the Section for current expenses by the Group Committee in consultation with the Group Council.

4. The Groups are not allowed to issue any form of general appeal for funds. A Group may, however, raise funds by small subscriptions from its own members. Subscriptions should be placed in the Group Savings Bank and properly accounted for, the accounts being submitted to a voluntary audit. Group Scoutmasters should publish their Group accounts. So far as the subscription from the boys is concerned, the boys have a right to inspect the accounts. Where such Group funds are held, the funds should be administered by the Group Committee and not by an individual Scouter. Inside the Group, the spirit of the Movement is that on the part of the boys themselves money should be earned and not solicited.

5. Groups soliciting collections towards their Group funds from agencies other than their parents and relatives should secure previous sanction of the Local Association and District Commissioner and should not go for this purpose beyond their own area allotted to them by the Local Association.

20. Accounts:

1. The Group Scoutmasters must see that accounts of all moneys are kept (according to a common form if the Local Associations so desire), and any member of the Group is entitled to inspect them.

2. The Annual Accounts of the Group, if required be submitted to audit by the Local Association or some person appointed by the Local Association.

CHAPTER VI

UNIFORMS AND ESSENTIAL REGALIA

1. All articles of the uniform should be as far as possible of Indian make.

2. Whenever uniform is worn in public, it must be correct and complete.

3. Village groups and groups in small towns may adopt uniforms other than those mentioned in these rules to suit local conditions and finance, but before such uniforms are adopted, the previous sanction of the District Scout Commissioner of the area should first be obtained.

4. It is advisable to avoid wearing of white clothes as part of uniform.

5. Bright metal buttons, unauthorised badges, fancy decorations and personal adornments should not be displayed on the uniform.

6. Members of the movement may, at the discretion of the Scouter-in-charge, wear any convenient clothing in camps, but whenever they appear in public outside the camp limits, they must be in proper uniform.

7. Similar scarves must be worn by all members of a group.

8. The colour and design of group scarves will be chosen by the Group Scoutmaster in consultation with the Group Council, subject to the approval of the Local Association and District Commissioner who will arrange that as far as possible no two groups in the same Local Association shall have the same colour and design.

9. Groups should not adopt Yellow, Purple, and Green scarves, since they are reserved for Non-Executive ranks, Commissioners, and District Scouters respectively.

10. Whenever optional items of uniform are adopted, they should be uniform for the whole group.

Ranks	Head Dress	Neck Scarf	Shirt or Kurtha	Shorts	Belt	Shoulder Badge	Footwear
Cubs	Caps of Uniform Colour and Pattern (Optional)	Of the Group Colour other than-Yellow - Green and Purple	Khaki or of any Uniform Colour and Pattern	Khaki or Dark Blue	Khaki web or Brown Leather	Indicating Name of Group Worn on Right Shoulder—3 inches Long ½ inch Wide (Optional)	Boots, Shoes, Sandals or Chappals —Brown or Black— (Optional)
Scouts	Turban of Uniform Colour and Pattern(Optional)	do.	Shirt with two Patch Pockets (Buttoned) and Shoulder Straps	do.	do.	do.	do.
Rover Scouts	do.	do.	do.	do.	do.	do.	do.
Cub Masters	Turban Green Khaki or Light Blue (Optional)	do.	do.	do.	do.	do.	do.
Scout Masters	Same as for the Troop (Optional)	do.	do.	do.	do.	do.	do.
Rover Scout Leaders	Same as for the Crew	do.	do.	do.	do.	do.	do.
District Cub Masters	Turban Green, Khaki or Light Blue (Optional)	Dark Green	do.	do.	do.	None	do.
District Scout Masters	do.	do.	do.	do.	do.	None	do.

SECTION

Stockings	Cord	Staff	Whistle and Lanyard	Officers' Badge	Membership Badge	Where and How Worn
Plain Khaki (Optional)	None	None	None	None	Cub Cloth Badge	Centre of Left Pocket
do.	2 Yards Long may be carried on the belt (Optional)	Staff Solid Bamboo, 5½ ft. Height	Whistle with Khaki Lanyard (Optional)	None	Scout Cloth Badge	do.
do.	do.	do.	do.	None	Rover Scout Cloth Badge	do.
do.	do.	Walking Stick (Optional)	Whistle with white Lanyard (Optional)	C. M. Badge with green background in the centre of the flap of the left pocket	Cub Cloth Badge	do.
do.	do.	do.	do.	S. M. Badge with green background in the centre of the flap of the left pocket	Scout Cloth Badge	do.
do.	do.	do.	do.	R. S. L. Badge with green background in the centre of the flap of the left pocket	Rover Scout Cloth Badge	do.
do.	do.	do.	do.	C. M. Badge without background in the centre of the flap of the left pocket	Cub Cloth Badge	do.
do.	do.	do.	do.	S. M. Badge without background in the centre of the flap of the left pocket	Scout Cloth Badge	do.

Ranks	Head Dress	Neck Scarf	Shirt or Kurtha	Shorts	Belt	Shoulder Badge	Footwear
District Rover Scout Leaders	Turbun Green-Khaki-or Light Blue (Optional)	Dark Green	do.	do.	do.	None	do.
District and Assistant District Commissioners	do.	Purple	do.	do.	do.	None	do.

N. B. :

CUB :

- Seconds : Wear uniform as for cubs but with one armlet of yellow braid ½ inch wide above the left Elbow.
- Sixers : Wear uniform as for cubs but with two armlets of yellow braid ½ inch wide above the left Elbow.
- Senior Sixers : Wear uniform as for cubs but with three armlets of yellow braid ½ inch wide above the left Elbow.

SCOUT :

- Seconds : Wear uniform as for Scouts but with one white braid vertical stripe 3 inches long, ½ inch wide on the right hand side of the Scout Badge on the left pocket.
- Patrol Leaders : Wear uniform as for Scouts but with two white braid vertical stripes 3 inches long, ½ inch wide one on each side of the Scout Badge on the left pocket.
- Troop Leaders : Wear uniform as for Scouts but with a third white braid vertical stripe ½ inch wide under the Scout Badge.

ROVER :

- Second : Wears uniform as for a Rover Scout but with one red braid vertical stripe 3 inches long, ½ inch broad on the right hand side of the Rover Scout Badge on the left pocket.
- Mate : Wears uniform as for a Rover Scout but with two red braid vertical stripes 3 inches long, ½ inch broad, one on either side of the Rover Scout Badge on the left pocket.
- Senior Mate : Wears uniform as for a Rover Scout but with a third red braid vertical stripe, ½ inch wide under the Rover Scout Badge.

SECTION *(Continued)*

Stockings	Cord	Staff	Whistle and Lanyard	Officers' Badge	Membership Badge	Where and How Worn
do.	do.	do.	do.	R. S. L. Badge without background in the centre of the flap of the left pocket	Rover Scout Cloth Badge	do.
do.	do.	do.	do.	Commissioner's Badge without any background in the centre of the flap of the left pocket	Scout Cloth Badge	do.

Shoulder Patch for Cubs (Optional): Small Triangular patch of cloth (the colour of the six) may be worn by every Cub, Sewn at the Top of the left Sleeve of the Shirt or Kurta immediately below the shoulder with point upwards. The Base of the Patch should be one inch.

Group Scoutmasters: Wear uniform as for Scoutmasters but with the Scoutmaster's Badge with a Violet Background.

Assistant Cubmasters: Wear uniform as for Cubmaster but with red background for the Cubmaster's Badge.

Assistant Scoutmasters: Wear uniform as for Scoutmaster but with a red background for the Scoutmaster's Badge.

Assistant Rover Scout Leaders: Wear uniform as for Rover Scout Leader but with a red background for the Rover Scout Leader's Badge.

Ranks	Neck Scarf	Jacket or Blouse	Skirt or Saree	Whistle with Lanyard
Bulbuls	Of the group colour other than, Yellow Purple and Green	Jacket with Sleeves up to elbows of any uniform colour and pattern	Skirt of any uniform colour and pattern	None
Girl Scouts	do.	Blouse of any uniform colour and pattern	Saree of any uniform colour and pattern	Whistle with Khaki Lanyard (Optional)
Rangers	do.	do.	do.	do.
Flock Leaders	do.	Blouse of the same colour as that of the Jackets of the Bulbuls in the Flock	Saree of the same colour as that of the Skirts of the Bulbuls in the Flock	Whistle with white Lanyard (Optional)
Captains	do.	Blouse of the same colour as that of the Girl Scouts in the Troop	Saree of the same colour as that of the Girl Scouts in the Troop	do.
Rager Leaders	do.	Blouse of the same colour as that of the Rangers in the company	Saree of the same colour as that of the Rangers in the company	do.

SECTION

Foot-wear	Staff	Officers Badge	Membership Badge	Where and How worn
Shoes, Sandals or chappals Brown or Black (Optional)	none	none	Bulbul Metal Badge or Bulbul Cloth Badge	On the scarf knot or woggle on the left chest
do.	Solid Bamboo Staff 5½ ft. high (Optional)	none	Girl Scout Metal Badge or Girl Scout Saree Brooches	On the scarf knot or woggle Where sarees are used saree Brooches should be used. If saree Brooches are used the Badge on the scarf knot should not be used.
do.	do.	none	Ranger Metal Badge or Ranger Saree Brooches	do.
do.	none	Flock Leader Badge with Blue background worn on the left chest	Bulbul Metal Bage or Bulbul Saree Brooches	do.
do.	none	Captain Badge with Blue Background worn on the left chest	Girl Scout Metal Badge or Girl Scout Saree Brooches	do.
do.	none	Ranger Leader Badge worn wlth Blue Background on the left chest	Ranger Metal Badge or Ranger Saree Brooches	do.

GIRL SCOUT

Ranks	Neck Scarf	Jacket or Blouse	Skirt or Saree	Whistle with Lanyard
District Flock Laders	Green	Blouse of any colour	Saree of any colour	Whistle with white Lanyard
District Captains	do.	do.	do.	do.
District Ranger Leaders	do.	do.	do.	do.
District and Assistant District Commissioners	Purple	do.	do.	do.

N. B :

BULBUL :

Second : Wears uniform as for Bulbul but with one Armlet of Blue braid ½ inch Wide on the left arm.

Sixer : Wears uniform as for Bulbul but with two Armlets of Blue braid ½ inch wide on the left arm.

Senor Sixer : Wears uniform as for Bulbul but with three Armlets of Blue braid ½ inch wide on the left arm.

GIRL SCOUT :

Second : Wears uniform as for Girl Scout but with one Blue braid vertical stripe 2 inches long, ½ inch wide stitched on to the Blouse on the slope of the Right shoulder.

Patrol Leader : Wears uniform as for Girl Scout but with two Blue braid vertical stripes 2 inches long, ½ inch wide stitched on to the Blouse on the slope of the Right shoulder.

Troop Leader : Wears uniform as for Girl Scout but with three Blue braid vertical stripes 2 inches long, ½ inch wide stitched on to the Blouse on the slope of the Right shoulder.

SECTION *(Continued)*

Footwear	Staff	Officers Badge	Membership Badge	Where and How worn
Shoes Sandals or chappals Brown or Black (Optional)	none	Flock Leader Badge without any Background worn on the left chest	Bulbul Metal Badge or Bulbul Saree Brooches	On the scarf knot or woggle Where sarees are used saree Brooches should be used. If saree Brooches are used the Badge on the scarf knot should not be used
do.	none	Captain Badge without any Background worn on the left chest	Girl Scout Metal Badge or Girl Scout Saree Brooches	do.
do.	none	Ranger Leader Badge without any Background worn on the left chest	Ranger Metal Badge or Ranger Saree Brooches	do.
do.	none	Commissioner Badge without any Background worn on the left chest	Girl Scout Metal Badge or Girl Scout Saree Brooches	do.

RANGER :
- Second : Wears uniform as for Ranger but with one green braid vertical stripe 2 inches long, ½ inch wide stitched on to the Blouse on the slope of the Right shoulder.
- Mate : Wears uniform as for Ranger but with two green braid vertical stripes 2 inches long, ½ inch wide stitched on to the Blouse on the slope of the Right shoulder.
- Senior Mate : Wears uniform as for Ranger but with three green braid vertical stripes 2 inches long, ½ inch wide stitched on to the Blouse on the slope of the Right shoulder.

Shoulder Badge : (optional) Indicating the name of group may be worn by all Bulbuls, Girl Scouts, Rangers, and Scouters of groups in some convenient position on the uniform. Whichever position is adopted it should be uniform for the whole group. The Badge should in no case be more than 3 inches long and ½ inch wide.

Group Leaders : Wear uniform as for Captain. But wear the Captain's Badge with a Rose background.

Assistant Flock Leaders : Wear uniform as for Flock leader but with yellow background for the Flock Leader's Badge.

Assistant Captains : Wear uniform as for Captain but with a yellow background for the Captain's Badge.

Assistant Ranger Leader : Wear uniform as for Ranger Leader but with a yellow background for the Ranger Leader's Badge.

NON-EXECUTIVE

Ranks	Head dress	Neck Scarf	Shirt	Short	Belt
Presidents and Vice-Presidents	Turban green, Khaki or light Blue (Optional)	Yellow	Khaki—Scout pattern	Khaki—or dark Blue	Khaki web or Brown Leather

NON-EXECUTIVE

Ranks	Neck Scarf	Blouse	Saree	Footwear
Presidents and Vice-Presidents	Yellow	Any colour	Any colour	Shoes, Sandals Chappals — Brown or Black (Optional)

HONORARY

Hon. Ranks : Wear Uniform and Badges as for the corresponding

RANKS (MEN)

Footwear	Whistle with Lanyard	Walking Stick	Officers Badge	Membership Badge	Where worn
Boots, Shoes, Sandals or Chappals—Brown or Black (Optional)	Whistle with white Lanyard (Optional)	Walking Stick(Optional)	Badge with letter "P" worn in the centre of the flap of the left pocket	Scout Cloth Badge	On the centre of the left pocket

N. B.—Secretaries, Treasurers, Instructors, Examiners and other Non-Scouter members, wear uniforms as for President but with the officers Badges bearing the letters 'S', 'T' 'I' 'E' and 'M' respectively.

RANKS (LADIES)

Whistle with white Lanyard (optional)	Officers Badge	Membership Badge	Where worn
Do.	Badge with letter 'P' worn on the left chest	Girl Scout metal Badge	Worn on the Scarf knot or woggle

N. B.—Secretaries, Treasurers, Instructors, Examiners and other Non-Scouter members wear uniforms as for President but with the officers Badges bearing the letters "S" 'T', 'I', 'E' and 'M' respectively.

RANKS

Warranted Rank.

CHAPTER VII

THE CUB PACK

1. GENERAL

1. Name :

The Packs may be named after the past heroes of India.

2. Size :

Except in special circumstances, a Pack may not consist of more than 24 and less than 12 Cubs.

3. Training :

The training of Cubs must be kept as distinct as possible from that of Scouts.

4. The Six :

The Pack shall be divided into Sixes, each consisting of six Cubs, including the Sixer and the Second.

Each Six may be named after the following colours which stand for the qualities mentioned against them.

Bright Red	Courage.
Orange	Strength.
Yellow	Wisdom.
Green	Service.
Blue	Loyalty.
Voilet	Truth.

5. Sixers' Council :

The Sixers' Council is an informal body composed of the Scouters of the Pack, the Sixers and if desired the Seconds.

6. Cub Instructor :

The Cubmaster may with the approval of the Scoutmaster concerned, obtain the services of a Scout, or with the approval of the District Commissioner and of the Lady Scouter concerned, of a Girl Scout or Ranger to act as Cub Instructor.

THE CUB

7. Age :

To be a Cub a boy must have attained the age of Six but not have reached his 12th birthday. Normally a Cub should be sent up to a Scout Troop as soon as possible after his eleventh Birthday.

8. Tenderpad :

He must satisfy the Cubmaster that he knows the Cub Promise Law and Salute. He will then make the following promise, and be invested. He is then known as a Tenderpad Cub.

1. *The Cub Promise.* I shall do my best.

To keep the Law of the Cub Pack.

To do a Good turn every day.

2. *The Cub Law* :

A Cub is obedient.

A Cub is clean.

N. B. The investiture of the Cub need not be delayed because of the lack of full uniform. It is enough if he has the Scarf.

9. Second Class Cub :

Before being awarded his Second Class Badge a Tenderpad must

1. Have at least two months' service as a Cub.

2. Be able to tie the following knots, and know their uses—Reef Knot, Sheet Bend, Clove Hitch and Bowline.

3. Turn a somersault ; leap frog over another boy of the same size ; bowl a hoop, or hop round a figure of eight course. Throw a ball,

first with the right hand, then with the left, so that a boy, ten yards away catches it four times out of six. Catch a ball (either hand or both ; may be used) thrown to him from ten yards' distance four times out of six.

4. Skip with both feet together thirty times. It must be done backward on the toes with the knees slightly bent all the time ; the Cub must turn the rope himself. Carry on head, walking upright for ten yards, three books 8 by 5 inches, which should be placed flat across the head or carry a pot of water (pot to be such that the Cub may bear the weight) balanced on the head with a cloth or other soft pad underneath the pot.

5. Know how and why he should keep his hands and feet clean, his nails clean and cut, and his teeth clean ; know how to bathe properly, and why he should breathe through his nose. The Cubmaster should satisfy himself that the Cub has put into practice these principles.

6. Know and narrate to the Pack at least one good story, from Indian History, legends or folklore.

7. Have made at least three day time trips under proper supervision (preferably with the Cubmaster) to places of interest.

8. Be able to tell the time by the clock.

The Badge is granted by the Local Scout Association on the recommendation of the Cubmaster, and is worn on the left arm between the shoulder and the Elbow.

10. First Class Cub :

Before being awarded his First Class Badge a Cub must ;

1. Have at least four months' service as a Second Class Cub.

2. Know the eight points of the Compass.

3. Know how to sing at least one National song in his mother tongue.

4. Produce a satisfactory model or article made entirely by himself in wood, metal, palm leaves, card-board or clay ; or an article knitted or netted, woven or carved ; or a set of at least eight sketches drawn by himself in colours (chalk or paint) of National Flags, or medal ribbons, or flowers with their names clearly written.

5. Lay and light a fire indoors and wash and fold his clothes neatly. Be able to run or cycle with a verbal message of not less than fifteen words, to go by a certain route, and deliver it correctly; or to tidy a street or road by collecting a basket or bag full of waste paper, or weeds etc., and satisfy the Cubmaster that he is helping to keep his home and the Pack Den or School House clean and tidy.

6. Know in brief the history of his town or village in which he is resident and the approximate distance to at least four important places round about his village or town.

7. Walk a plank 12 feet by 6 inches, the height of an ordinary table above the ground, or where a plank is not available walk confidently without loss of balance over 20 bricks or stones each one being placed one foot apart.

8. Know how to clean and tie up the cut finger, cover a scald or burn and understand the danger of dirt in a scratch.

9. Know the Alphabets in Semaphore.

The First Class Badge is granted by the Local Scout Association on the recommendation of the Cubmaster, and is worn on the left arm instead of the Second Class Badge.

11. The Sixer and His Second :

1. A Sixer is a Cub appointed by the Cubmaster to lead a Six of Cubs.

2. A Second is a Cub appointed by the Cubmaster in consultation with the Sixer concerned, to assist the Sixer and to take his place when absent.

12. The Senior Sixer :

1. A Senior Sixer may if desired be appointed by the Cubmaster in consultation with the Sixers' Council.

2. The following are his qualifications: Ability to lead, service, as a Sixer, for at least six months and must be a First Class Cub.

CHAPTER VIII

THE SCOUT TROOP

GENERAL

1. Name :

Troops may be named after past heroes of India.

2. Size :

Except in special circumstances a troop may not consist of more than 32 and less than 12 Scouts.

3. The Patrol :

1. The Troop is divided into Patrols, each consisting of six to eight Scouts, including the Patrol Leader and Second.
2. The Patrols should be the unit in all activities.
3. The Patrols should be named after past National heroes.

THE SCOUT

4. Age :

1. To become a Scout, a boy must have attained the age of eleven, but not have reached his eighteenth birthday, unless about to become a Rover.
2. He cannot be a member of a Troop after reaching the age of eighteen, except where the Troop is controlled by a School, in which case he may remain a member as long as he is in that institution.

5. Aspirant :

Until the Boy is formally invested as a Tenderfoot, he is known as an Aspirant.

6. Tenderfoot :

Before being invested, an Aspirant will have to pass the following tests to the satisfactions of his Scoutmaster.

1. The Scout Law, the Scout Promise and the Scout Motto and their meaning.

2. The meaning and the use of the Scout Salute, the Scout Handshake and the Scout Tracking Signs : " Go ahead ", " Don't go this way ", " Gone home ", " Turn right or left ", " Letter hidden "—These are to be made by marks on the Road by stones, sticks etc. and whistle signals (Rally, Patrol Leaders' Call, Danger, Alert, Disperse).

3. Know the uses of the following knots and how to tie them Reef knot, Clove-hitch, Bowline, Sheet-bend, Timber hitch and whipping the ends of a Rope.

4. Know at least ten common uses of the Scout staff.

5. Know how to wear and care for his uniform.

6. Know the following simple Drill commands and how to carry out the movements correctly : Stand at Ease—Alert or Attention—Right, Left and About turns—Fall in—Right and Left Dress—Open Ranks March—Reform Ranks March.

7. Be able to sing any two of the following songs. Vandematharam, Jananaganamana, Sare Jahan Se Achha, God Save our Motherland and one National song in the mother tongue of the Scout approved by the Provincial Headquarters.

8. Must be able to perform the Suryanamaskars or Dands or Baithaks, Asanas or any six standard body building exercises.

9. Must know the names and addresses of Scouts in his Patrol and must have visited their houses.

10. Know the composition of the Hindustan Scout Flag and the proper method of flying and carrying it and customary practices of respecting flags.

The Scout cloth Badge is presented to him on his taking the Scout promise at an investiture ceremony.

N. B. The investiture of the Boy need not be delayed because of the lack of full uniform. It is enough if he has the Scarf and the Staff.

7. Second Class Scout :

A Tenderfoot Scout may upon passing the following tests to the satisfaction of the Scoutmaster be enrolled as a Second Class Scout. He is then entitled to wear the Second Class Badge.

Before being awarded a Second Class Badge a Tenderfoot, must ;

1. Have at least one month's service as a Tenderfoot,
2. Pass the following tests in First Aid :
   (*a*) Know how to treat simple cuts and scratches, stings and bites, burns and scalds, foreign body in the eye, sprains and bleeding from nose and removing a thorn.
   (*b*) Have a knowledge of the Triangular Bandage and how to apply it to the different parts of the body (fracture excluded) and to improvise a stretcher.
3. Have spent at least three nights in camp (not necessarily consecutive).
4. Go a mile in 12 minutes at Scout pace.
5. Have practised to the satisfaction of his Scoutmaster at least two games each training the sense of smell, sight, hearing, taste and touch with not more than 25 per cent error, and in addition at least one memory game.

The games to be devised by the Scoutmaster in charge of training the boy.

6. Light a fire in the open using not more than two matches and cook two simple dishes (enough for one person), and know how to put out the fire and clean the utensils and the place.
7. Know the 16 points of the Compass and be well practised in finding the directions indicated by them : be able to find the North with the help of at least one constellation in the night time.
8. Elementary signalling : Know the alphabets of the Semaphore or the general service (International Morse) code. He may signal in

his mother tongue where a workable method of signalling has been introduced.

Alternative for Village Groups: Each Scout has to prepare a plot of at least ten feet square and grow vegetables or other articles for consumption or each Scout should have helped his parents continuously for at least three months on the farm or such similar jobs.

9. Be able to describe fully from observation 12 different kinds of trees or plants by their bark, flowers, fruits, or scent; or 12 different kinds of animals by their form, colour, call, tracks or habits.

10. Know foot drill marching and staff drill.

11. Be able to conduct at least two active games for a Group of about 12 to 18 boys, of Cub age.

12. Know the life history of one past National Hero.

The Badge is worn on the left arm between the shoulder and the Elbow. He must also wear the Scout cloth Badge on the centre of the left pocket of the Scout Shirt.

8. First Class Scout:

Before being awarded the First Class Badge a Second Class Scout must pass the following tests to the satisfaction of independent qualified examiners approved by the Local Scout Association or District Commissioner. In case where such examiners are difficult to get the Commissioner may authorise the Scoutmaster of Troop concerned to conduct the necessary tests and issue certificate if found fit.

1. Have at least three months' service as a Second Class Scout.

2. Swim 50 yards. (If a qualified doctor certifies that it is dangerous to the boy's health: or if no facilities exist, he must instead of this pass one of the following badges: Ambulance, Camper, Naturalist, Pioneer, Public Healthman.)

3. Send and receive a message in Semaphore 24 letters per minute or in Morse 16 letters per minute.

Alternative for Village Groups Plant at least two useful trees in his compound or other place selected by the Scoutmaster and care for them for six months or must have helped continuously for six months his parents in farm work or such similar jobs.

4. Pass the following tests in First Aid,

(*a*) Know the position of the main arteries in the body and pressure points and how to stop bleeding.

(*b*) Know how to apply First Aid for simple fractures of Thigh, Lower leg, Upper arm, Fore arm and Collar bone.

(*c*) Know the proper method of dealing with the following accidents ;—Fire, Drowning (including a thorough knowledge of artificial, respiration), dislocation, and electric shock.

(*d*) Have a knowledge of Indian medicine (used commonly at home) to treat the following ailments : Ear Ache, Stomach Ache, Tooth Ache, etc.

(e) Know the methods of disinfection and the precautions against plague, cholera, malaria and small-pox and general rules of health and hygiene.

5. Be able to read a map correctly and draw from field notes made on the spot an intelligible rough sketch map, indicating by their proper marks important buildings, roads, main land marks, principal elevations etc.

6. Be able to ride a cycle, or a horse or drive a bullock cart.

7. Improvise a shelter big enough for one person to sleep in or know how to pitch a patrol tent correctly.

8. Must teach another person, adult or youngster, the elements of alphabet and simple reading or must train a boy of Scout age in the requirements of a Tenderfoot and bring him up for investiture, or should have devoted atleast two hours per week for three consecutive months to slum work or Rural development work.

9. Estimate without apparatus, distance, numbers, height, weight and area within 25 per cent error.

10. Must be able to carry on a simple conversation in colloquial Hindustani.

11. Dig a pit or trench of at least 8 cubic feet and know the names and uses of five tools.

12. Know the principal roads, railways, rivers, and canals running through or near his town or village, where they come from and where

they lead to, and the principal centres of and timings of pilgrimage, and jatras in his district. Know the location of principal dispensaries, choultries, post and telegraph office, and police station near his house ; the timings of arrivals and departure of important trains and the nearest railway stations and of buses and the whereabouts of accommodation for travellers.

13. Must be able to use the telephone, or send a money order and telegrams or use a sling for driving away birds in fields, or climb a tree or a rope, or milk a cow or buffalo or use a plough or look after cattle. (It is desirable that Scouts should attempt for more than one of above.)

14. Go on foot alone or with other Scouts to a point seven miles away and return by another route and write a short report of the journey with special attention to any point as may be directed by the examiner. Ordinarily this test should be the final one taken for the First Class Badge.

The First Class Badge should be worn on the left arm instead of the Second Class Badge.

9. Hind Scout :

1. Must be a First Class Scout and must have devoted at least one day every fortnight for slum work or rural reconstruction work for at least four months and must be qualified to wear any four of the following Badges of which Ambulance and Pathfinder or Citizen, are obligatory. Ambulance, Citizen, Cyclist, Fireman, Horseman, Pathfinder, Public Healthman, Rescuer, and Signaller.

2. He must be re-examined annually for all his qualifying badges and must cease to wear the badge should he fail in any one of them. The slum or rural work should also be continued as far as possible and a diary submitted every year.

Rural Areas :—Taking into consideration rural reform and reconstruction work and the progress of Scouting in the rural areas, it is advisable that the following should be adopted as alternative tests in rural areas for Hind Scouts.

He must be a First Class Scout and must have obtained any four of the following proficiency badges of which Rural Worker is obligatory.

Ambulance, Friend to Animals, Gardener, Master at Arms, Dairy-man, Poultry Farmer, Naturalist, Pathfinder, Public Healthman, Herbalist, Swimmer, Rural Worker, Spinner, Book Binder, Blacksmith, Carpenter, Folk Dancer, Beemaster, and Musician.

The Badge is worn on the left arm instead of the First Class Badge and surrounded by qualifying Badges.

10. All Round Cords :

Scouts are entitled to wear any one of the following grades of All Round Cords for which they are qualified. All-Round Cords are worn on right shoulder.

1. *First Grade*—Green cord ; for holders of six proficiency badges. Open to First Class Scouts only.

2. *Second Grade*—Red cord : for holders of 12 proficiency badges including Ambulance, Pathfinder, Pioneer, Cook, Athlete or Swimmer, Healthyman. Open to Hind Scouts only.

3. *Third Grade*—Gold Cord-for holders of 18 proficiency badges including those for the Red Cord and also Camper or Marksman, Rescuer or Home Nursing or Handyman and Public Healthman. Open to Hind Scouts only.

11. Patrol Leaders and Seconds :

1. A Patrol Leader is a Scout appointed by the Scoutmaster in consultation with the Court of Honour and the Patrol concerned to take charge of a Patrol of Scouts.

2. A Patrol Leader should preferably be a First Class or at least a Second Class Scout.

3. A Second is a Scout selected by the Patrol Leader, with the approval of the Scoutmaster and Court of Honour, to assist him and to take his place when he is himself absent.

12. Troop Leader :

1 A Troop Leader may, if desired, be appointed by the Scout master in consultation with the Court of Honour.

2. The following are his qualifications : Ability to lead, service as Patrol Leader for at least six months, must be a First Class Scout and must have a general knowledge of working with boys of Scout age.

CHAPTER IX

ROVERS

1. General Objects :

1. It is obvious that just as the boy of 6 to 11 is constitutionally different and requires different training from the boy of 11 to 17, so the older lad, developing into manhood, requires separate education and treatment of his own. The Rover Branch of the Association is intended to retain those boys who attain the age of 18 and are desirous of remaining scouts, and also incidentally for those young men over this age, who wish to profit by the great Scout Movement. In extending this training to these latter class, greatest caution will have to be exercised by those who undertake the work.

To help Scoutmasters and Scout Commissioners, where they desire to make use of the scheme, the purposes of and reasons for starting the Rover branch are as set out below :

2. To give helping hand to scouts approaching manhood and to retain them under good influence at this critical time of their lives.

3. To rope in the boy of 18 and over, who has never been a scout before.

4. To give the older boy a higher standard to aim at and to open to him a series of tests and objectives which will fit him for service to the community and will help him in his career.

5. To form an unfailing source of supply of trained Scouters.

2. Admission :

A Rover scout must be at least eighteen years of age and must pass the Entrance test of the Rover Scout.

3. The Crew :

No Rover Crew will be recognised if it has not the minimum strength of at least 6 Rover Scouts. No maximum number is fixed for a Rover Crew. Crews may be named after past National Heroes.

4. Patrols :

The Crew may be divided into Patro's. The minimum for a Rover Patrol is 6. Patrols should be named after past National Heroes.

5. Rover Mate :

A Rover Mate is a Rover elected as its leader by the Patrol with the approval of the Rover Scout Leader.

6. Rover Second :

A Rover Second is a Rover selected by the Rover Mate to assist him and to lead the Patrol when he himself is absent.

7. Senior Rover Mate :

Where there are more than 3 Patrols, one of the Rover Mates or a Rover of leadership and ability for organisation may be appointed Senior Rover Mate by the Rover Scout Leader and the Crew.

8. Court of Honour and Internal Administration :

Where the size of the Crew renders it desirable, a Court of Honour may be formed, similar in composition to that of the Troop, to deal with internal matters of discipline and administration including the expenditure of the Crew fund.

9. Entrance Test :

Before being invested as a Rover Scout every young man must pass the following tests to the satisfaction of his Rover Scout Leader.

1. Scout Law, Signs and Salutes.
2. Tenderfoot Scout Knots.
3. The significance of the Hindustan Scout Flag and respect due to all flags.

4. First Aid as for Second class Scout.
5. How to lay and light a fire and cook a simple meal.
6. The use of a compass and how to read a map.
7. How to look after his own health in matters of cleanliness fresh air, food and clothing.
8. The danger of excessive use of tobacco.

10. Investiture :

After qualifying himself for the Entrance Badge, a Rover Scout should be invested and the Badge awarded to him. The investiture should be conducted with the usual impressive ceremony. At the investiture the recruit shall take the Scout Promise with the following addition :

After asking, "Do you know the Scout Law? and receiving a suitable reply the Rover Scout Leader asks, "Will you do your best as a member of this Crew to prepare yourself for public service and to perform it readily? "To this the recruit replies "I will." Also, after saying the words, "You are now one of the great Brotherhood of Scouts, "the Rover Scout Leader adds, "I also welcome you as a brother in the Crew of Rover Scouts. Our watchword is Service. Let this watchword be henceforward your guide in life."

N. B. The investiture of the Rover need not be delayed because of the lack of full uniform. It is enough if he has the scarf and the staff.

11. First Class Rover Scout :

Before being awarded the First Class Rover Badge, a Rover must pass the following tests to the satisfaction of a qualified and independent examiner. Where such an examiner cannot be found, the District Commissioner may authorise the Rover Scout Leader of the Crew concerned to carry out the necessary tests.

1. Know the history of the Scout Movement and the aims underlying the scheme of Scouting.
2. First Aid as for First Class Scouts.
3. Signalling as for First Class Scouts.
4. Map reading and map drawing as for First Class Scouts.

5. General knowledge about the First Class Scout tests.

6. Camp out for ten days, of which three days shall be consecutive and alone or with another Rover Scout, and give a satisfactory account of such a camp.

7. Possess a general knowledge of hygiene and sanitation and know the common precautions against such diseases as Influenza, Cholera, Malaria, Consumption, Smallpox and Plague.

8. Work for and pass the Citizen Badge Test and any other two proficiency badges. (Ambulance and Public Health man are suggested.)

9. Bring in a Tenderfoot trained entirely by himself.

10. Earn at least Rs. 2.

11. Have at least six months' service as a Rover Scout.

12. Rover Hind Scout:

The qualifying badges for Rover Hind Scout badge are the same as for the Hind Scout, but the First Class tests to be passed must be as above, and the standard for the qualifying badges will be higher than that prescribed for Boy Scouts. The Rover should not wear the qualifying Badges as for Hind Scout but will wear only the Rover Hind Scout Badge in the place of the Rover First Class Badge. The Rover Hind Scout Badge will be distinguished from the Hind Scout Badge by a red border.

13. Rovers and Warranted Ranks:

A Rover Scout may take up a warrant without ceasing to be a Rover Scout, but the possession of a warrant will not give him precedence as a Rover Scout.

CHAPTER X

VILLAGE ROVER SCOUTS

A Village Rover Scout is one who is trained in or has specialized himself for service in the Village. This branch of Rovering is meant chiefly for the villages of this Province. The ideal which is placed before its members is "SERVICE IN VILLAGES." It is intended that only persons actually living in villages shall be recruited to this branch of the Rover Movement, but there is no prohibition against town dwellers specializing in Village Rovering.

1. Age :

A Village Rover shall be at least 17 years of age, and should pass the following entrance tests before he is invested as a Village Rover :

2. Entrance Test :

1. Know and understand the Scout Promise and Law—and the Motto "Service in Villages" or "Grama Seva."
2. The meaning and use of the Scout Salute.
3. Composition of the Hindustan Scout Flag and respect due to the flag.
4. Have a knowledge of First Aid as prescribed for the Second Class Scouts.
5. Have an elementary knowledge of the causes and prevention of malaria, cholera, plague, smallpox and dysentery.
6. Have a general knowledge of Indian medicine for common ailments.

7. Have an elementary knowledge of village Sanitation and personal Hygiene.

8. Have an elementary knowledge of Cattle Diseases and know how to take care of cattle in villages.

9. Have an elementary knowledge of Patvari papers and Tenancy law.

10. Have a knowledge of simple methods of better farming; for example, proper disposal of manure, improved seeds, etc.

3. Uniform:

A minimum of Scarf, Staff and Badge.

4. Investiture:

The candidate, when he has passed the prescribed Entrance Test, should be invested with a ceremony suited to local conditions.

5. Suggestions as to subsequent training and the line son which this Movement should be conducted:

1. The whole training should be as far as possible on the lines of the Patrol System.

2. Each Village Rover Crew shall make a regular literacy campaign an integral part of its programme, and with this end in view it might start an adult night school or even an ordinary day school for children. They may also conduct a small reading room and library for the use of the villagers.

3. Aim at the physical development of the members and other residents of village by opening small village gymnasiums, playground activities, and play centres for children.

4. Chalk out programmes for village entertainment and recreation.

5. Undertake service work during festivals in villages.

6. Open centres for medical aid in the village.

7. Encourage village gardening with a view to making village life and surroundings happier and more cheerful.

8. A very important part of the whole programme should be the starting and encouragement of village industries, spinning and weaving, dyeing, pottery, mat-making, carpentry, rope-making, etc. With this object in view the Rover Scouts in villages shall make it a point to specialize in at least one of such cottage industries. Too much emphasis cannot be laid on this part of the Village Rover Scout programme, and Local Scout Associations are recommended to ake all possible steps to enable the Village Rovers to specialize in some one or the other of the village industries.

CHAPTER XI

THE BULBUL FLOCK

GENERAL

1. **Name:**

The Flocks may be named after past Heroines of India.

2. **Size:**

Except in Special circumstances, a Flock may not consist of more than 24 and less than 12 Bulbuls.

3. **Training:**

The Training of Bulbuls must be kept as distinct as possible from that of Girl Scouts.

4. **The Six:**

The Flock shal! be divided into sixes each consisting of six Bulbuls including the Sixer and the Second.

Sixes may be named after flowers common to the locality where the flock functions.

5. **Sixers' Council:**

The Sixers' Council is an informal body composed of the Scouters of the Flock, the Sixers and if desired the Seconds.

6. **Bulbul Instructor:**

The Flock Leader may with the approval of the Captain concerned, obtain the services of a Girl Scout, or with the approval of the

District Scout Commissioner and of the Scouter concerned of a Boy Scout or a Rover to act as Bulbul Instructor.

THE BULBUL

7. Age :

To be a Bulbul a girl must have attained the age of six but not have reached her twelfth birthday.

Normally a Bulbul should be sent up to a girl scout troop as soon as possible after her eleventh birthday.

8. Bulbul Promise :

I shall do my best

1. To keep the law of the Bulbul Flock.
2. To do a good Turn every day.

9. Bulbul Law :

1. A Bulbul is obedient.
2. A Bulbul is clean.

10. Tiny Bulbul :

Before a girl is invested and is styled as a Tiny Bulbul she must pass the following tests to the satisfaction of her Flock Leader.

1. *Intelligence* :
   - (a) Must know the Promise and the Law.
   - (b) Must know whistle calls for Rally, Danger and Disperse.
   - (c) Must know the Salute and the Motto.
   - (d) Be able to turn to the right and left, sit down and stand up at given signals.
2. *Health* :
   - (a) Keep her personal appearance clean and tidy, plait or dress her own hair, clean teeth, nails, skin and clothes.
   - (b) Be able to play any two games.
   - (c) Skip twenty times without a break.

3. *Service* :

(*a*) Be able to clean and tidy a room.

(*b*) Be able to wash a garment.

Attendance of at least one month is necessary before awarding the badge.

N.B. The investiture of the Bulbul need not be delayed because of the lack of full uniform. It is enough if the girl has the scarf.

The Bulbul metal Badge is worn on the Scarf knot or woggle.

If Bulbul Cloth Badge is preferred this may be worn on the left chest on the Jacket.

Whichever Badge is adopted it should be uniform for the whole flock.

11. Second Class :

Before being awarded the Second Class badge, a Tiny Bulbul must pass the following tests :

1. *Intelligence* :

(*a*) One month's service as a Bulbul.

(*b*) Be able to tell the names of seven great men or women of India.

(c) Know the following knots and their uses—Reef knot, Sheet-bend, Clove-hitch, Round turn and two half hitches.

(d) Observe and describe a flower, a vegetable, a bird, a tree or an animal.

(e) Be able to tell the time by the clock.

(f) Know the following Hand signals : Fall in, Stand in a line, Stand in a circle, Stand in a semi-circle, Stand in a line according to height, Stand in Indian files.

(*g*) Know the names and addresses of the District Commissioner and the Flock leader.

2. *Health* :

(*a*) Be able to throw a ball 10 yards with the right hand and also with the left hand.

(*b*) Be able to throw and catch a ball to and from a distance of six yards.

(c) Bowl a hoop or hop round a figure of eight course.

(d) Skip 30 times without a break and be able to play any four outdoor games.

(e) Be able to perform six bending, breathing and limb physical exercises.

(f) Must know and practise health rules about cleanliness, clothing, food, fresh air, sleep and exercises.

3. *Handicraft* :

(*a*) Fold clothes neatly and properly.

(*b*) Hem a handkerchief and sew on a button.

4. *Service* :

Be able to serve meals for two persons.

The Second Class Badge is worn on the left arm between the shoulder and the elbow.

12. First Class :

Before being awarded the First Class Badge a Second Class Bulbul must pass the following tests :

1. *Intelligence* :

(*a*) Must have passed the second class tests.

(*b*) Be able to sing two national songs.

(*c*) Be able to find the directions by the compass or by the sun.

(*d*) Carry a message of 12 words and be able to deliver it correctly after an interval of five minutes.

(*e*) Care for and observe the growth and development of a plant from a seed or bulb.

2. *Health* :

(*a*) Skip 30 times without a break forward and backwards and run 15 yards with a skipping step.

(*b*) Walk 10 yards balancing a book or a small pot of water on head, sit on stool or chair, get up and return that distance.

(c) Be able to demonstrate, know and practice the correct methods of sitting, standing, walking and running.

(d) Know the dangers of dirt in wounds and the necessity of keeping them clean.

3. *Handicraft* :

(a) Clean, trim and fill a lantern and light it and know how to handle it correctly.

(b) Be able to light a fire and prepare, Tea or Coffee or Kanji for two persons.

(c) Knit a muffler and sew a garment for a child.

(d) Winnow and clean grain and sieve flour.

4. Service :

(a) Treat and bind up a cut finger, grazed knee and a scald or burn.

(b) Know what to do if clothing catches fire.

(c) Prepare and churn curds.

The First Class Badge is worn on the left arm instead of the Second Class Badge.

CHAPTER XII

THE GIRL SCOUT TROOP

GENERAL

1. Name:

Troops may be named after past Heroines of India.

2. Size:

Except in special circumstances a Troop may not consist of more than 32 and less than 12 Scouts.

3. The Patrol:

1. The Troop is divided into Patrols, each consisting of six to eight Scouts, including the Patrol Leader and the Second.
2. The Patrols should be the unit in all activities.
3. The Patrols may be named after past Heroines of India.

THE GIRL SCOUT

4. Age:

1. To become a Girl Scout a Girl must have attained the age of eleven but not have reached her eighteenth Birthday, unless about to become a Ranger.
2. She cannot be a member of a Troop after reaching the age of eighteen, except where the Troop is controlled by a School, in which case she may remain a member as long as she is in that institution.

5. Tenderfoot:

Before being invested the Girl will have to pass the following Tests to the satisfaction of her Captain.

1. *Intelligence:*
   - (*a*) Must know the Promise, the Law and the Motto.
   - (*b*) Must know the tracking signs made with chalk, stones, stick, grass etc.
   - (*c*) Must know the Scout salute, scout sign and their significance.
   - (*d*) Must know whistle signals—Rally, Danger, Disperse.
   - (*e*) Must know the composition of the Hindustan Scout flag and badge.
   - (*f*) Be able to whip ends of rope and tie and know the uses of the following knots—Reef, Sheet-bend, Clove-hitch, Bowline, Timber Hitch.
   - (*g*) Must be able to recite or sing any one of the following songs: Janaganamana, Vandemataram, Sare Jahan Se Achha.
   - (*h*) Be able to tell the time by a watch.

2. *Health:*
   - (*a*) Must know how and why to keep her person and appearance clean and neat.
   - (*b*) Be able to skip 30 times without a break.
   - (*c*) Be able to perform six bending, breathing and limb physical exercises.
   - (*d*) Must know how to play four outdoor games.
   - (*e*) Must know the following simple commands and how to do them correctly. Stand at Ease, Attention, Right, Left and about Turns, Fall in, Right and left Dress—open Ranks March—Reform Ranks March.

3. *Service:*
   - (*a*) Prepare and serve any beverage or milk preparations.
   - (*b*) Must have one month's service in a troop.

Girl Scout metal Badge which is presented to her at the investiture should be worn on the Scarf knot or woggle. If Girl Scout Saree Brooches are used the Badge on the Scarf should not be worn.

N. B. The investiture of the Girl need not be delayed because of the lack of full uniform. It is enough if she has the scarf.

6. Second Class Scout:

Before being awarded the Second Class badge the Tenderfoot Girl Scout must pass the following tests:

1. *Intelligence*:

(*a*) Answer questions in Scout Law and Promise and their application.

(*b*) Write and tell stories of any four great men or women of India.

(c) Must know, hand signals for Fall in, Stand in Semi Circle or circle, Stand in line, Fall in in Indian File, Spoke formation, Standing according to heights and whistle signals.

(*d*) Know the eight directions by the compass and the sun.

(e) Know from personal observation and be able to recognise 3 flowers, 3 vegetables, 3 trees, 3 birds, 3 animals and 3 reptiles or fish.

(*f*) Know how to signal the Alphabet in Semaphore or pass the tests for the Athlete Badge.

2. *Health*:

(*a*) Know and practise laws of health about cleanliness, clothing, food, sleep and exercise.

(*b*) Know the dangers and simple methods of prevention of contamination of water, milk, fruits.

(*c*) Know, demonstrate and practise the correct position of standing, sitting, walking, running and know the importance of good posture and the evils arising out of bad posture.

(*d*) Must have done at least four walks of three miles each with other Girl Scouts.

or

Must be able to grind ½ seer of corn on a grinding stone

or

Skip 100 times backward with a break at 50

or

Run 100 yards in 25 seconds

(e) Must be able to play four games and take three rhythmic exercises.

(f) Must know the staff Drill (only for groups where staff is used by Girl Scouts).

3. *Handicrafts* :

(*a*) Know the following knots and their uses : Round Turn and Two half-hitches, Double sheet-bend, figure of eight knot, and lota knot.

(*b*) Lay and light a fire in the open, using not more than two match sticks and cook at least three dishes for two persons within two hours and clean the utensils.

(c) Make a bed properly.

(d) Know how to tie and seal a parcel correctly.

(e) Be able to dye a garment.

(f) Cut and sew a shirt, skirt, jumper or blouse for herself or a child.

(g) Know how to draw and colour the Hindustan Scout Flag.

4. *Service* :

Know how to render first aid in the case of the following accidents. Simple bleeding, and wounds ; Choking ; Foreign body in the eye ; nose or ear ; Burns and Scalds. Fainting.

The Second Class Badge is worn on the sleeve which is not covered or in some convenient position, but should be uniform for the whole Troop.

7. First Class Scout :

Before being awarded the First Class badge, the Girl Scout must pass the following tests :

1. *Intelligence* :
   (*a*) Must have passed the Second class tests.
   (*b*) Must state briefly the history and aims of the Hindustan Scout Association with special reference to the Girl Scout section.
   (c) Be able to judge height, distance, weight and number within 25 per cent error.
   (*d*) Know the 16 points of the compass and know their names and be able to point out the directions and find out the north by the compass, the stars and the sun.
   (e) Know how to send and receive a money order, registered letters, parcel, V.P.P. and telegram.
   (f) Train a recruit in the Tenderfoot tests.
   (*g*) Recognise eight flowers, six vegetables and three poisonous plants.
   (*h*) Send simple messages of at least ten words in Semaphore and know the elementary conventional signs in signalling or obtain the Sick Nurse Badge.
   (*i*) Understand and read an ordinary Map and draw a sketch map to indicate roads and places.
2. *Health* :
   (*a*) Walk two miles in 40 minutes.
   (*b*) Teach health laws to Girl Scouts.
   (c) Know simple precautions against influenza, tuberculosis, cholera, plague, malaria, small-pox, measles, typhoid and dysentery.
   (*d*) Must be able to play and teach at least five games, including two team games and four rhythmical exercises.
3. *Handicrafts* :
   (*a*) Must prepare an article worth one rupee or put in service in the house or anywhere of an equivalent value, or spin 1000 yards of yarn.
   (*b*) Must be able to decorate a room or a yard by designs prepared by herself, with coloured chalk, corn husks, leaves, flowers, sand, stone, paper, card-board, cloth etc.

(c) Must hold the Cook's Badge, Needle woman's Badge and the Sick Nurse Badge.

4. *Service* :

(*a*) Know how to sweep and clean the floor, dust furniture windows and clean utensils of brass, silver etc.

(*b*) Be able to clean and wash different kinds of clothing.

(c) Be able to direct a stranger by means of a map to the market, post office, telegraph office, doctor, dispensary, chemist, hospital, police station, fire alarm, railway station, bus service stands, jutka stands, bazaars.

(*d*) Keep an account for two months and plan a menu for a household for a week stating the number of people, amount of material necessary and the cost of the food.

(e) Must know the season when annual provisions could be stored with advantage.

(*f*) Know how to apply artificial respiration and First Aid in electric shocks, Fire, fainting, fit, sun-stroke snake-bites, burns and scalds.

(*g*) Must know the approximate prices of articles of food and vegetables required in the house.

The First Class Badge is worn in the place of the Second Class Badge.

CHAPTER XIII

RANGERS

1. General Objects :

1. To give a helping hand to Girl Scouts approaching Womanhood and to retain them under good influence.

2. To Rope in the Girl of eighteen and over, who has never been a Scout before.

3. To give the older girl a higher standard to aim at and to open to her a series of tests and objectives which will fit her for service to the community.

4. To form an unfailing source of supply of trained Scouters.

2. Admission :

A Ranger must be at least eighteen years of age and must pass the entrance test of the Ranger.

3. The Company :

No Ranger Company will be recognised if it has not the minimum strength of at least Six Rangers. No Maximum number is fixed for a Ranger company. The companies may be named after past Heroines of India.

4. Patrols :

The Company may be divided into patrols. The minimum for a Ranger patrol is six. Patrols should be named after past Heroines of India.

5. Mate :

A Mate is a Ranger elected as its leader by the patrol with the approval of the Ranger Leader.

6. Ranger Second :

A Ranger Second is a Ranger selected by the Mate to assist her and to lead the patrol when she herself is absent.

7. Senior Mate :

Where there are more than 3 patrols, one of the Mates or a Ranger of leadership and ability for organisation may be appointed Senior Mate by the Ranger Leader and the Company.

8. Court of Honour and Internal Administration :

Where the size of the Company renders it desirable, a Court of Honour may be formed, similar in composition to that of the Troop, to deal with internal matters of discipline and administration including the expenditure of the Company Fund

9. The Ranger Entrance Tests :

1. *Intelligence :*

   (*a*) Know the Scout Promise, Law and Motto.
   (*b*) Know the Scout signs and salute.
   (*c*) Understand the composition of the Hindustan Scout Flag.
   (*d*) Know how to tie the following knots and their uses : Reef, Clove hitch, Sheetbend, Bowline, Sheep-shank, Fisherman's.

2. *Health :*

   (*a*) Know and practise the health rules about cleanliness clothing, fresh air, sleep and exercise.
   (*b*) Be able to play and direct three team games.

3. *Handicrafts :*

   Be able to sew a garment for herself.

4. *Service :*

Know how to treat simple cuts and wounds and how to apply the arm slings.

The Ranger Metal Badge is presented to her during the investiture and the Badge is worn on the Scarf Knot or woggle. If Saree Brooches are used the Badge on the Scarf should not be worn.

N. B. The investiture of the Ranger need not be delayed because of the lack of full uniform. It is enough if she has the scarf.

10. Second Class Ranger :

Be able to answer simple questions on the Aims, Methods and Organisation of the Scout Movement and on the history of the Hindustan Scout Association.

Pass any eight of the following tests, two from each of the four headings.

1. *Intelligence :*
   - (*a*) Know how to signal the alphabet in Semaphore.
   - (*b*) Be able to read and write a letter of twenty lines (For village rangers only).
   - (*c*) Visit four places of interest in the neighbourhood and know their history.
   - (*d*) Know six different kinds of crops or vegetables and the method of cultivating them.
   - (*e*) Know six trees by the leaves, flowers, fruits or twigs and be able to recognise them.
   - (*f*) Be able to name and point out a least six different constellations.
   - (*g*) Know how to send and receive a registered letter, telegram, money order, parcel or V. P. P. and sign a receipt.
2. *Health :*
   - (*a*) Know how to prepare a sick room and make a bed for an invalid.
   - (*b*) Be able to swim 50 yards, *or* know two indigenous dances, *or* four rhythmic exercises.

(c) Go for and describe accurately a two mile walk.

(d) Perform any form of physical exercises and know their benefits.

(e) Grind or pound half a seer of grain and seive the flour.

(f) Spend three nights under canvas.

3. *Handicrafts :*

(*a*) Be able to make any useful article for the home, patrol, or Group (*i.e.* Basket work, fret work, embroidery, knitting, etc.)

(*b*) Spin 500 yards of yarn of at least ten counts.

(c) Be able to hemstitch, backstitch, darn and patch and iron clothes.

(*d*) Be able to clean and polish metal articles and remove stains from clothes.

(e) Be able to prepare two kinds of pickles and two kinds of preserves or PAPAD.

4. *Service :*

(*a*) Know the correct methods of feeding, bathing and dressing an infant under ten months ; and describe a day in the life of a child of three years.

(*b*) Know the general rules for the treatment of fainting, choking, burns and scalds and how to stop bleeding.

(c) Be able to play and direct six team games.

(*d*) Be able to trim, clean, fill and light a lantern, and other types of lamps or be able to handle electric lights and fans and repair a fuse.

(e) Be able to lay and serve meals for five persons.

The Second Class Badge is worn on the sleeve which is not covered or in any convenient position, but should be uniform for the whole Company.

11. First Class Ranger

Before being awarded the First Class Badge a Second Class Ranger must pass the following Tests.

A. Have at least six months' service as a Ranger.

B. Character: Must have shown to the satisfaction of the Court of Honour that she has tried to be a good exponent of the ideals of Scouting in practical daily life and that she has a sense of responsibility for herself and for the safety and well-being of others.

C. Pass any eight of the following tests, two from each of the four headings. Test (*a*) under the heading 'Service' is compulsory.

1. *Intelligence*:

(*a*) Train a recruit for the Tenderfoot or train a Ranger for any two of the Entrance or Second Class tests for Rangers.

(*b*) Invent a game and teach it to her Patrol or get 80% success in an observation game.

(*c*) Speak or write an essay on citizenship or on the aims of the Scout Movement, or on any National History subject, or give an account gleaned from the newspapers of a month's current events.

(*d*) Tell a story on a Scout Law for not less than three minutes.

or

Draw a sketch to illustrate an incident of Scout Life.

(e) Be able to teach four Scout or National songs.

(*f*) Be able to send and read a message of 24 letters in Morse in one minute.

2. *Health*:

(*a*) Be able to swim 50 yards, or cycle four miles, or ride a horse for a mile, or draw ten buckets of water from a well, or walk three miles.

(*b*) Know any twelve physical exercises and their advantages.

(*c*) Possess a general knowledge of hygiene and sanitation and know the common precautions against diseases like influenza, cholera, malaria, small-pox and plague.

3. *Service*:

(*a*) Pass the tests required for any two of the following Badges: (1) Ambulance (2) Sick Nurse, (3) Cook.

(*b*) Keep a log-book for three months or do some social service for three months regularly, or help at a play-ground or play-centre once a week for three months.

(c) Be able to guide a stranger to the Court House, Police Station, nearest Post Office, conveyance hire stand, Hospitals, Bazaar, etc.

(*d*) Draw a sketch which would enable a stranger to find his way from any one given point to another within a radius of half a mile from the Group Headquarters.

(e) Have a knowledge of the requirements of a Patrol Camp for two aays.

(f) Have a knowledge of food values in daily use, and prepare a menu of balanced diet for two persons for fourteen days with an estimate of cost.

The First Class Badge is worn in the place of the Second Class Badge.

CHAPTER XIV

PROFICIENCY BADGES FOR CUBS AND BULBULS

GENERAL

A. Only Cubs and Bulbuls who have completed their Second class tests are eligible to wear the proficiency Badges.

B. The Tests for these proficiency Badges must be passed before at least one independent and qualified examiner approved by the District or Local Association. Where facilities for independent examiners do not exist Commissioners may authorise, Cubmasters and Flock leaders to make their own arrangementss to examine their Cubs and Bulbuls.

C. Bulbuls wear proficiency Badges on a sash 3 inches wide and of Uniform colour for the whole group. The sash to be worn on the Right shoulder.

1. **Artist** :

1. Draw a rough sketch of an animal or a human being or a landscape.

2. Draw an illustration of an incident in a simple story or an incident in a battle or any other event in history.

or

Make a wax or clay or cardboard model of a human being or animal (not less than 8 inches high) and a model farm or village.

2, **Athlete** :

FOR CUBS

These tests are divided into two classes : "A" and "B" Class "A" is for Cubs from 7 to 10 years of age ; "B" for those of

10 to 12. The tests are of the same nature in both classes, but the standards are different.

N. B: The average height of Cubs in class " A " is 3 ft. 10inch If a cub in this class is unusually developed (not only in height), he shall be judged in class " B ".

Class " A " must be able:

To sprint 80 yards in 16 seconds
To jump 2½ feet (high jump)
To jump 6 feet (long jump)
To climb a rope or pole 10 feet high
To throw a cricket ball 20 yards
To catch a cricket ball thrown from 10 yards
To do one of the four following things:

(*a*) Stand on his head
(*b*) Turn a " Cart wheel "
(c) Be able to box (knowledge of correct attitude, defence and striking)
(*d*) Be able to wrestle (in correct form)

N. B: A high standard is not expected in class (c) and (*d*). An elementary knowledge and plenty of energy is all that is required.

Class " B " must be able:

To sprint 80 yards in 14 seconds
To jump 2 feet 8 inches (high jump)
To jump 7 feet 6 inches (long jump)
To climb a pole 10 feet high
To throw a cricket ball 30 yards
To catch a cricket ball thrown from 15 yards
To do one of the following things:

(*a*) Stand on his head
(*b*) Turn a " cart-whell "
(c) Be able to box (knowledge of correct attitudes, defence and striking)
(*d*) Be able to wrestle in correct form.

FOR BULBULS

(*a*) To run 40 yards in 15 Seconds.
(*b*) To jump 2 feet (high jump).
(*c*) To jump 4 feet (long jump).
(*d*) To climb a rope or pole or tree or wall 5 feet high.
(e) To throw a ball 15 yards and catch a Ball from 6 yards.

3. **Collector** :

Must make a collection of stamps, botanical or geological specimens, pictures, medal ribbons, postcards, crests or postmarks etc., the test requiring systematic and neat arrangement and intelligent labelling.

Alternative : The keeping of a scrap book diary.

4. **First Aider** :

1. Must be able to bandage a hand in such a way as to stop bleeding, and know how to clean up and treat a graze ; know the treatment of sprains and how to apply the wide bandage to a sprained ankle ; know how to put on the large arm-sling and the head bandage ; know the treatment for stopping bleeding from the nose.

2. Know how to extinguish clothes that have caught fire ; and how to treat minor burns and scalds, grit in the eye, choking and sunstroke.

5. **Guide** :

1. Must know which road leads to the nearest big city, and how many miles away it lies ; and the direction and the distance away of three neighbouring towns or large villages. (The pack or Flock headquarters should be taken as the centre from which distances are measured in the above test and those which follow).

2. Be able to give clear directions to a stranger, making his way well expressed and distinctly spoken ; and be capable of doing so politely and promptly.

3. Be able to deliver a short verbal message correctly.

4. Know the whereabouts and distance away of the nearest Police Station, Fire Station, Doctor's house, Chemist's shop or Dispensary, Temple, Church, Mosque, Hospital, Blacksmith's Forge, Motor Garage and Hotel also the names and the whereabouts of the best shops for various classes of goods.

5. Have a knowledge of all short-cuts from an area of a quarter of a mile around the Pack or Flock headquarters.

6. Be able to judge distance roughly (for directing people).

7. Know the history of the locality or of any historical places in the neighbourhood.

(In big cities the Commissioners may make appropriate modifications of Clauses 1, 4 and 5).

6. House Orderly :

1. Must be able to clean and tidy a room, lay a fire and light it with not more than two matches.

2. Make "Chapaties" or "Upma" cook rice and one curry, or make a good cup of tea or fry or poach an egg. Peel potatoes and boil them, and know how to cook green vegetables.

3. Wash up crockery ; utensils, etc.

4. Clean knives and brass-work.

7. Observer :

FOR CUBS

1. Must know something of the habits of five Indian animals (wild) or birds ; or know the names or appearances of 20 Indian flowers or trees ; and what common plants (berries, etc.) are poisonous to animals or human beings.

2. Must be able to track (by land-marks, compass directions or ground signs) for at least half a mile.

3. Must be able to play Kim's Game (16 out of 24 well assorted small articles.)

4. Must know the seasons at which different kinds of fruits and vegetables can be obtained in the market and their approximate prices.

FOR BULBULS

Same as for Cubs except: In Clause 1, instead of 20 Indian flowers or trees, substitute 12 Indian flowers or trees.

Delete Clause 2, above.

8. Signaller:

1. Must have the knowledge of the calling-up signs and its answer, the end sign and its answer, the alphabetical check for numerals and the erase signal.

2. Read and send simple words in Morse or Semaphore. Have a practical knowledge of field signalling, *viz.*, smoke signals, whistle signals, hand signals.

9. Swimmer:

1. Must be able to swim 25 yards.

2. Be able to float on back for 30 seconds, or, as an alternative, tread water (not using the hands) for one minute.

3. Be able to dive while standing in the water or swimming.

10. Team Player:

FOR CUBS

1. Must be a regular playing member of a properly organised team, which is under the control of the Cubmaster or a person appointed by him.

2. Must have played at least six matches in the season, or must be recommended by his captain to be a keen sportsman-like player, fit to be taken in the team.

FOR BULBULS

Same as for Cubs but omit Clause 2 above.

11. Weaver:

A Cub or Bulbul may get this badge by passing any four of the following tests:

1. Make a small straw mat or knit a woollen scarf.

2. Knit a string bag or a piece or netting, or a small hammock. or spin 20 yards of cotton yarn.
3. Make a fancy waistcoat.
4. Knit a pair of gloves or stockings or hoses.
5. Weave the webbing of a bed or re-seat a cane chair or make a kettle-holder in cross-stitch work on canvas.
6. Make a rug or canvas with woollen pieces.
7. Make a basket and sweeping broom.
8. Make a useful article in cotton, cane, reeds, grass or bamboo,

12. Wood Worker :

1. Must carve two out of the following articles :
   Box, teapot stand stool, CHOWKI, Tea-tray ; and one article according to his or her own choice.
2. Must understand the care of tools and how to sharpen them.
3. Must understand the theory of designing and be able to draw simple designs.

CHAPTER XV

SCOUT PROFICIENCY BADGES

GENERAL RULES

A. The Badges described in these Rules are intended for use by Boy Scouts and Girl Scouts only (not for Rovers or Rangers) and can be obtained from the Provincial Headquarters.

B. Rover and Ranger Scouts have no proficiency Badges, and while they are recommended to pass the various Tests prescribed for the Scout proficiency Badges, they should not wear the Badges, but may be granted certificates of their having passed the necessary Tests.

C. Applicants for Proficiency Badges must be at least Second Class Scouts. The tests for these proficiency badges must be passed before at least one independent qualified examiner approved by the District or Local Association or Commissioner. Where facilities for independent examiners do not exist Commissioners may authorise the Group Scouters to make their own arrangements to examine their Scouts.

D. No Second Class Scout can wear more than four Proficiency badges.

E. All Proficiency badges which qualify for the First Grade cord are to be worn on the left arm around the First Class badge, and those which qualify for the Second and Third Grade cords are to be worn in

parallel rows on the left arm between the shoulder and elbow. All other Badges are to be worn on the right arm in parallel rows between the shoulder and the elbow. The Ambulance Badge is to be worn at the Top of the Right hand nearest the shoulder.

F. Girl Scouts wear their proficiency Badges on a sash 3 inches wide and of uniform colour for the whole Troop. The sash to be worn on the Right shoulder.

G. The following Proficiency badges must be passed Annually or the badges surrendered :—Ambulance, Basket worker, Book binder, Carpenter, Handicraft, Home Nursing, Leather worker, Pathfinder, Potter, Printer, Rescuer Signaller, and Tailor.

N. B.

All Proficiency Badges excepting those against which it is mentioned "For Boy Scouts only", or "For Girl Scouts only" are common both for Boy Scouts and Girl Scouts. Names of Badges within brackets are the corresponding names by which they are known for Girl Scouts.

1. Ambulance (To be passed Annually) :

1. Know the position of the main arteries and how to stop bleeding from veins and arteries, internal or external.

2. Improvise splints and diagnose and bind a fractured limb.

3. Deal with choking, burning, poison, grit in the eye, sprains, bruises, snake-bite, dog-bite and sun-stroke.

4. Diagnose and treat fits, fainting and insensibility as the Examiners may require, drag an insensible person with ropes, and improvise a stretcher.

5. Know the Schafer method of artificial respiration.

6. Know the general laws of health and sanitation, including dangers of smoking, incontinence, want of ventilation and lack of cleanliness.

(A Scout, who has passed the examination for the St. John Senior Badge, is entitled to this badge, provided that he or she also passes in the last section of the above test).

2. **Archery** For Boy Scouts only :

1. Make a bow and an arrow with which,

(*a*) He shall score, at 60 yards regulation four-feet target, 120 points, with 60 shots ;

(*b*) He shall also score on such a four-feet target, at 40 yards, 200 points with 60 shots ;

2. Know something of the history of archery, and the principal archers of the past and the present times, with their records.

3. **Artist :**

1. Draw objects from Memory, and state on each drawing where and when he or she saw the subject drawn.

2. Draw objects from sight.

3. Draw objects from imagination.

4. The drawings to be submitted to Headquarters of District or Local Association concerned with certificates from examiners that they are the original work of the candidate and have been completed in a total of two hours, which need not be consecutive.

4. **Athlete**

FOR BOY SCOUTS

1. Demonstrate the proper method of sitting, standing, walking, running and starting in a race.

2. Give proof of proper training and diet for athletics and of taking regular bodily outdoor exercise.

3. Pass four tests of which not more than one is to be selected from each of the five classes, running, jumping, throwing, chinning or putting weight, scout pace, swimming according to his weight in the schedule below :

TEST		Under 1 md. 8 srs.	Under 1 md. 15 srs.	Under 1 md. 25 srs.	Over 1 md. 25 srs.
60 Yards	...	9 Seconds,			
80 ,,	...	...	11 Seconds.		
100 ,,	...	...	...	13 Seconds.	12. 3/5 Seconds.
200 ,,	...	40 Seconds,	...	...	...
440 ,,	...	...	75 Seconds.	70 Seconds.	65 Seconds.
880 ,,	...				2 Min. 30 ,,
1 Mile	...				5 ,, 30 ,,
Running broad jump	...	12 ft.	13 ft.	14 ft.	15 ft.
,, high jump	...	3 ft. 6 in,	3 ft. 10 in.	4 ft. 2 in.	4 ft. 6 in,
Throwing a cricket ball (or a ball weighing 14 Tolas	...	50 yards	55 yards.	60 yards.	70 yards.
Chinning a bar	...	6 times.	8 times.	10 times.	12 times.
8 lb. shot put	...	20 ft.	24 ft.	28 ft.	32 ft.
At scout pace	...	2 miles.	3 miles	4 miles.	5 miles
40 yds. swim	...	40 Seconds,	39 Seconds.	38 Seconds.	37 Seconds.
20 yds. swim	...	18 2/5 secs.	17 4/8 secs.	17 1/5	16 3/5 secs.

1 Md.=80 lbs. 1 Sr=2 lbs.

FOR GIRL SCOUTS

1. Demonstrate proper method of sitting, standing, walking, running and starting in a race.
2. Give proof of proper training and diet for athletics, and of tacking regular bodily outdoor exercise.
3. Be able to run, 60 yards in 10 seconds, if under one maund in weight and at least in 12 seconds if over one maund.
4. Do a long jump of 10 feet and a high jump of 3 feet 6 inches.
5. Throw a Cricket Ball 50 yards.

5. **Basket Worker** (Basket Weaver) (To be passed Annually) :

1. Have a general knowledge of the raw material used in one or other of the branches covered by the badge.

2. Know where the raw material is obtained and how prepared for working.

3. Produce an article of practical use in either bamboo, cane, rush or straw work, made entirely by himself or herself.

6. **Bee-Master** (Bee Farmer) :

Have a knowledge gained in practice of swarming, hiving, artificial feeding and bee management generally.

7. **Blacksmith** For Boy Scouts only :

1. Must be able to upset and weld a one-inch iron Rod.

2. Know how to tire a wheel, use a sledge hammer and forge, and how to shoe and rough a horse or bull correctly.

3. Be able to temper iron and steel.

8. **Book Binder** For Boy Scouts only (To be passed Annually) :

1. Must perform the following operations in the binding of a book : preparing the parts or sections for sewing ; making out and sewing the book for kettle-stitching ; sewing ; glueing up ; winding and backing ; cutting and lacing on boards ; covering with cloth or paper.

2. Must re-bind a book.

3. Must bind up loose papers of varied sizes and trim them into a neat Volume.

9. **Bugler** For Boy Scouts only :

Must sound properly on the bugle the Scout's Rally and the following army calls : Alarm, Charge, Orderlies, Orders, Warning for Parade, Quarter Bugle, Fall-in, Dismiss, Rations, First and Second Dinner Calls, Reveille, Last Post, Lights Out.

10. Camper For Boy Scouts only :

1. Must have slept thirty nights in the open, or under canvas, at different times out in camp.

2. Know what minimum requisites in (*a*) kit, (*b*) utensils, (*c*) rations are required for 7 persons for a week's camp.

3. Demonstrate how to put up a tent and ditch it.

4. Know how to select a site and lay out a camp for (*a*) Patrol, (*b*) Troop, 30 strong, with necessary kitchens, rubbish pits, latrines, etc.

5: Hold the Pioneer's badge and have cooked 30 camp meals.

6. Have taken part in a tramp camp of not less than 3 days, covering at least 6 miles a day.

11. Carpenter (To be passed Annually) :

1. Shall be able to distinguish any eight of the following wood required for carpentry and know the nature and common uses of each —Sandalwood, Mango, Shisham, Deodar, Neem, Deal, Tamarind, Teak, Sal, Cocoanut, Palmirah, Mahagony.

2. Sharpen a chisel or plane iron.

3. Shut and glue up a two-foot straight Joint.

4. Make a housing, tenon, and mortice, and halved Joint.

5. Either dovetail two pieces of wood together with not less than five dovetails or make a properly framed stool, chair or other piece of framed furniture.

6. Divide lengthwise with an ordinary saw a one inch board two feet long, the cut not to deviate from the line more than 1/16th of an inch.

12. Chemist For Boy Scouts only :

1. Pass a satisfactory test in elementary general chemistry.

2. Give correct tests for oxygen, hydrogen, nitrogen, chlorine and carbon dioxide gases.

3. Tell what gases in Requirement (2) can be used to extinguish fire and how it can be accomplished.

4. Explain the use of analytical weights in chemical analysis. Tell how a quantitative analysis differs from a qualitative analysis.

5. Explain why baking soda and common salt are used to put out small fires.

6. Give three commercial forms of carbon; tell how each is obtained. State what forms, if any, have been prepared artificially and how.

7. Explain the process of making lime and mortar from limestone.

8. Explain the process of making charcoal. Tell what gas is formed by the burning of any form of carbon, and what becomes of it.

9. Describe, if possible from observation, a manufacturing plant which employs chemical process or processes.

13. Child Nurse For Girl Scouts only :

1. Must realise the necessity for the careful treatment of the eyes, ears, teeth and hair and know how to massage, bathe and dress a baby two years old, and know how a child of three should be dressed in summer and winter.

2. Prepare baby's food and know the best method of baby's feeding and cleaning feeders.

3. Tidy a sick room and know how it should be kept clean and fresh.

4. Sew on buttons and make buttonholes, baby's clothes and make a baby's bed.

5. Know the general rules about fresh air, be able to tell a folk tale and describe a day in the life of a healthy child of four to six years old.

6. Know at least three indigenous prescriptions for indigestion and cold.

14. Citizen For Boy Scouts only :

1. Must state the qualifications of a voter for Municipalities and District Boards and Provincial and Central Legislative bodies.

2. Know something of the powers and functions of the Central Legislatures, the powers of the Governors, the functions of the Assembly, Council, and of the local bodies like the Municipalities and District Boards.

3. Know the working of the Village administration including Village Panchayats.

4. Know the constitution of the Municipalities (or the District Board, as the case may be) of the area in which he resides, and how the work is carried on in that body.

5. Know the functions and divisions of the various departments in the Local Government, and how business is carried on.

6. Know the duties of the various departments, such as Fire, Public Health, Public Education, Public Works and Canals of Province or District.

7. Give satisfactory evidence that he is familiar with the constitutional history (in bare outline) of the country.

15. Clerk :

1. (*a*) Pass tests in handwriting (able to write fast and good handwriting in any local scripts) typewriting (for villages instead of typewriting hand printing) shorthand 20 words a minute as minimum writing. A letter from memory on a subject given verbally five minutes previously and simple book-keeping.

(*b*) Have a knowledge of postal and telegraph rates, copying and filing of correspondence and use and misuse of the telephone.

or

2. (*a*) Must pass Tests in reading and writing in any two of the following other than his or her own Mother Tongue : Mundi, Hindi, Urudu, Tamil, Telugu, Kanarese, Malayalam.

(*b*) Must possess ordinary Knowledge of the Indian system of Book-keeping.

(*c*) Must know the Hindu and Muhammadan months and days.

(*d*) Must be able to calculate interest on given sums of money for a given period at the given rate of interest.

N. B. Scouts may pass either (1) or (2).

16. Cook :

Must be able to light a fire and make a cooking place with a few stones or logs ; cook at least eight dishes ; two to be vegetable two to

be sweets, one to be chapaties and the other three optional (but not vegetable). A high standard will be required.

17. Cyclist :

FOR BOY SCOUTS

1. Must be able to ride a bicycle satisfactorily.
2. Repair punctures and be able to take out any parts, clean, oil and refit them.
3. Read a Road Map and repeat correctly a verbal message.
4. Must be able to ride 50 miles a day.
5. Know the traffic signals and the correct time of lighting up.

FOR GIRL SCOUTS

Must be able to ride a bicycle satisfactorily and finish 20 miles within a day and to repair punctures.

18. Dairyman (Dairymaid) **:**

Must have knowledge gained by practice, of management of dairy cattle, milking, butter and cheese, sterilisation of milk, safe use of preservatives, care of dairy utensils and appliances.

19. Debater :

1. Propose at least two motions and oppose at least two others in properly conducted debates.
2. Speak in the course of a debate in the presence of the Examiner for at least five minutes on the subject under discussion ; have prepared the subject thoroughly and have submitted concise and orderly notes for his or her speech.
3. Know the ordinary rules of debate and duties and powers of the Chairman.

20. Electrician

1. Have an elementary knowledge of the terms and measurements used in electrical work.

2. Make connection in electric wiring and replace defective switches, lamps, holders and fuse-wire correctly.

3. Read electric meters.

4. Know the construction of Primary cells, electric bells, Telephones, Motors and dynamos and make a simple electro-magnet.

21. Entertainer :

Must be able to entertain a mixed audience, for at least 15 minutes, with a varied programme which must include at least five of the following : Recitations, songs, mouth organ, conjuring tricks, character sketches, stories, drama, playing flute, sitar, harmonium, or pata and baneti.

22. Farmer For Boy Scouts only :

Must have a knowledge, gained by practice, of ploughing, cultivating hedging and draining ; also a general knowledge of farm machinery, hay-making, reaping, loading and stacking, and an acquaintance with the routine seasonal work on a farm, including the care of cattle, horses, sheep and goats.

23. Fireman (Firebrigader) :

1. The danger of inflammable household articles, such as oil lamps, spirit stoves, flannelette, festival decorations, cotton, wool, celluloid and of the focussing of the sun's rays.

2. The first steps to be taken on an outbreak of fire :
   - (*a*) In towns : Calling Fire Brigade and Ambulance, or
   - (*b*) In villages : Warning neighbours and other helpers. Know what to do pending arrival of help.

3. Understand bucket passing and
   - (*a*) In towns : Use of two common extinguishers, or
   - (*b*) In villages : Use of sand, cloth and staff for extinguishing fire.

4. How to deal with the following types of fire. Clothes, petrol, and spirit, chimney, motor-car, curtain, electric, heath, grass and rick fires.

5. Use of scrum to keep back crowd, carrying of injured ; improvising ropes, chair knot, lowering by lines, jumping sheet, crawling through smoke and fireman's lift. How to drag insensible persons, prevent panic and rescue animals.

6. If possible, use of hose, hydrants, escapes and chutes wherever instructions can be obtained.

24. Folk-Dancer For Boy Scouts only :

1. Must have had training in national folk-dancing.
2. Be able to dance half a dozen folk-dances.

25. Friend to Animals :

1. Have a general knowledge of the habits, food, and all that tends to the well-being of the following animals : Horse, cow or donkey, sheep or goat, dog, cat, and be able to recognise any form of cruelty or ill-use to which they are subject.

2. Know, in respect of any one of the above animals, the usual minor ailments to which it is liable, and what simple remedies may be employed

3. Have a knowledge of the care of such birds, insects and reptiles as are generally kept either as pets or for domestic purposes ; or have kept a pet in good condition of comfort and health for at least 12 months.

4. Have an elementary knowledge of what to do in cases of accident to animals ; also of any laws passed for their protection and of the powers of the police with regard to them.

26. Friendship For Boy Scouts only :

Must have during the previous 12 months corresponded regularly with a Scout in another country, province, town, or locality and camped for not less than three consecutive days with Scouts of a troop other than his own and have a general knowledge of the geography, customs and characteristics of the province or country of such Scouts and of the communications with it.

27. Games Leader For Boy Scouts only :

1. Must have the knowledge of, and be able to play and direct :
   - 6 Indian outdoor games.
   - 6 Indoor games.
   - 6 Tag games.
   - 6 Relay races.
   - 6 Sense training games.
   - 6 Team games.
   - 6 Ball games or individual contests.
2. Must have the knowledge of the organisation and methods of team competition.
3. Must know the value of discipline and sportsmanship in games.

28. Gardener :

Must dig a piece of ground, not less than 12 feet square, plant and grow successfully six kinds of vegetables or flowers from seeds or cutting for at least three months. Know the names of a dozen plants planted out in an ordinary garden, and understand what is meant by pruning, grafting and manuring.

29. Handicraft For Boy Scouts only (To be passed Annually) :

Make at least six articles, not all alike, of leather, string, thread, etc. such as Belts, purses, net, embroidery, small rugs etc.

30. Handyman (Handy Woman) :

Must be able to weave a charpai, cane a chair or make a basket, do whitewashing and small plastering jobs, repairs to roofs mud or tile houses, simple furniture repair, repair leaks in lamps or household utensils, resin cooking vessels or do simple soldering jobs, sharpen knives, fix a pane of glass in a door or a window.

31. Healthy Man For Boy Scouts only :

1. Know the importance of keeping the heart, lungs, skin, teeth, feet and stomach and the organs of special senses (eyes, ears and nose) in good order, and the principal dangers to be guarded against.

2. Give general rules governing eating, drinking, breathing, sleeping, cleanliness and exercise, give proof that he has kept fit by the observances of these rules, for at least 6 months.

3. Know the effects of tobacco and alcohol on the growing boy and the breaking of the 10th Scout Law.

4. Know the danger of over-exercise and continuous use of only one exercise and the advantages of an all round development.

5. Know how to take care of feet on a march, and the danger of wet clothes nearest the skin.

32. Herbalist For Boy Scouts only :

Must make a collection (neatly mounted in a book) of 12 medicinal herbs and 12 herbs used in cooking. Must know where to find them and be able to recognise them readily and know their exact uses.

33. Hiker For Boy Scouts only :

1. Undertake a regular hike of 100 miles.
2. Hold the Camper's badge.
3. Know,
   (*a*) how to protect the feet while marching
   (*b*) to safeguard against blisters
   (*c*) to treat blisters if they appear
   (*d*) the kind of foot-wear best suited for hikers
   (*e*) what to do in case of getting wet.
4. Know ordinary medicines required while hiking, their doses and application.
5. Know how to pack things for carrying them on one's shoulders.
6. Produce a certificate from the hikemaster under whom he undertook the journey to the effect that he was always cheerful and useful.

34. Home Nursing for Boy Scouts only (To be passed Annually) :

Must have a general elementary knowledge of sick-nursing, invalid cooking, sick-room attendance, bed-making and ventilation, ability to help the aged and infirm.

Scouts are recommended to qualify for the St. John's Ambulance Certificate in Home Nursing, whenever possible.

35. Horseman For Boy Scouts only :

Must ride at all paces and jump an ordinary fence on horse back ; saddle and bridle a horse correctly ; harness correctly in a single or double harness, and be able to drive. Know how to water and feed and groom his horse properly ; the evil of bearing and hame reins and ill-fitting saddlery, the principal causes and remedies of lameness.

36. Internationalist For Boy Scouts only :

1. Must have a general knowledge of the geography of the world with special reference to continents, countries, and their capitals, products, trade and industry.

2. Must have a general knowledge of the forms of Government in at least six countries, two in Asia, two in Europe and two in America.

3. Must know the names of religions prevailing in the different countries of the World.

4. Must have been in regular correspondence for six months with a person in a foreign country.

37. Interpreter For Girl Scouts only :

1. Must be able to carry on a simple conversation.
2. Write simple letter on a subject given by the examiner.
3. Read and translate a passage from a book or newspaper in any Language other than her own mother tongue.

38. Journalist :

1. Have served on the editorial staff of a paper or magazine, or Scout magazine, for at least six months.

2. Produce a report written by himself or herself of Troop activities ; and one of the following :

News incident, lecture or address, bazaar, open-air fete, garden party or rally.

3. Produce a cutting of a published article or report written by himself or herself.

4. Understand what is meant by "make-up" and produce a dummy for the printer representing one issue of an eight-page magazine, circular, catalogue, or report.

5. Understand the point system of types and know the names of six common type faces.

6. Understand the Printer's correction signs.

39. Knitter For Girl Scouts only :

1. Make one pair of socks or stockings (with heel) knitted entirely by herself.

2. Make one other useful garment knitted or crocheted by herself.

N.B. For Girl Scouts under 14 years, the useful garment may be cap, hood, scarf, bag, or baby's jacket and for Girl Scouts over 14 years, the useful garment should be a child's jacket.

3. Show ability to follow printed directions.

40. Laundryman (Laundress) :

Must wash and finish garments of cotton and silk or flannel including ironing and proper folding of a dozen garments, which may have among them the full Scout uniform and a coat.

41. Leather Worker for Boy Scouts only (To be passed Annually) :

Must either

1. Be able to sole and heel a pair of boots, sewn or nailed, and generally repair boots and shoes ; *or*

Be able to dress a saddle, repair traces, stirrup leathers, etc., and know the various parts of harness.

2. And have a knowledge of tanning and curing.

42. Marksman (Rifle Shot) :

Must fire any one of the seven alternative tests, particulars of which are shown below and obtain not less than the minimum score indicated :

Number of shots	...	...	10
Highest possible Score Service Rifle		...	50
Miniature or Air Rifle	...	...	100
Position	... ...	...	any

Edge of shot-hole nearest to centre of target to decide value of hit.

SERVICE RIFLES

(*·303" taking full charge*)

Minimum Score	Test	Distance yards	Targets to be used
28	1	600	N. R. A.
30	2	500	N. R. A.
80	3	200	N. R. A.

MINIATURE RIFLES

(*Any single-loading type taking ammunition larger than ·22"*)

Minimum Score	Test	Distance yards	Targets to be used
75	4	20	25 yds. S. M. R. C. match card 1926
77	5	20	20 yds. S. M. R. C. match card 1926
80	6	15	15 yds. S. M. R. C. match card 1926

AIR RIFLES

(*With rifled barrels taking pellets not larger than ·25"*)

Minimum Score	Test	Distance yards	Targets to be used
75	7	10	15 yds. S. M. R. C. match card 1926

43. Master-At-Arms For Boy Scouts only :

Attain proficiency in two of the following subjects :

Single-stick, Quarter-staff, Lathi, Lezim, Fencing, Boxing, Ju-jitsu, Gymnastics, and Wrestling.

44. Musician :

Must play correctly one of the following instruments the recognised instruments being piano, harmonium, organ, violin, guitar, sarangi and all instruments employed in oriental music, excluding manjira or toy instruments. He or she must know how to sing correctly three tunes of classical music.

45. Naturalist :

Must make a collection of 50 different leaves of trees, species of flowers, ferns and grasses, dried and mounted in a book, and be able to name and recognise them correctly. Must be able to give commercial and medical value and uses of these as far as possible. Must be able to explain in his or her own language the method of re-production of flowers.

46. Needlewoman For Girl Scouts only :

1. Show a knowledge of cutting out simple garments in cotton and woollen materials from pattern given at examination.
2. Be able to patch in various materials and darn stockings.
3. Make entirely by herself and bring to examination a baby's garment.
4. At examination make button-holes and let gathers into a band.

47. Pathfinder (To be passed Annually) :

1. Must have an intimate knowledge of the locality around his or her headquarters, including police stations, thanas, hospitals, post and telegraph offices, railways, the principal doctors (not exeeding six), carriage and jutka stands, motor dealers, cycle repairers, pounds, city gates, chief bazaars, chief mohallas and the time and place of markets in their localities.

Note : The area over which the above intimate knowledge will be required is a two-mile radius from the troop headquartes, in country or towns up to 20,000 inhabitants ; one mile in towns between 20,000 and 500,000 ; half a mile in towns over 500,000. The commissioner may, at his or her discretion, vary the area to exclude undesirable neighbourhoods.

2. Have a general knowledge of the district, so as to be able to guide strangers by day and night, within a five mile radius, and give general directions as to how to get to the principal suburbs, districts or towns within a 25-mile radius.

3. Have some knowledge of the history of the place and any buildings of historical interest.

4. Must make a large size map showing as much of the above information as possible or fill in the information on a blank map of the area which contains no names, etc.

5. Must be able to make a rough sketch-map on the ground or paper showing the route between two given points such as would be required to show a stranger the route.

48. Photographer :

1. Must have a knowledge of the use of lenses, the mechanism of cameras, the effect of light upon the sensitive film, and the action of developers.

2. Have a knowledge of at least three printing processes and their relative advantages.

3. Expose, develop and print 12 separate objects—three interiors, three portraits, three landscapes and three instantaneous " action photos."

4. Recognise by examination an under-exposed, over-exposed and correctly exposed negative.

49. Pioneer :

1. In addition to the Tenderfoot and Second Class knots, tie 8 other knots quickly, in the dark or blind folded and know their uses.

2. Must be able to properly splice a rope.

3. Must know parallel, square and diagonal lashing and be able to lash spars together properly for a bridge or scaffolding.

4. Produce a model of full-size bridge.

5. Build a hut of one kind or another, suitable for three occupants.

6. Judge distance up to 800 yards and height within 25 per cent error.

50. Potter For Boy Scouts only (To be passed Annually) :

Must know how to mix and prepare clay and must make satisfactorily a brick or tile, an earthen pot or cooking vessel, and a piece of simple ornamental pottery or an earthen toy.

51. Poultry Farmer :

1. Have a practical knowledge of natural or artificial hatching, sanitary fowl-houses and coops and runs.

2. Pack birds and eggs for market.

52. Printer (To be passed Annually) :

Either print a handbill or page of type, and know the names of different paper sizes.;

Or set up by himself or herself a handbill or page of type, know the names of different types, and understand printers signs.

53. Public Healthman For Boy Scouts only :

Must show a satisfactory knowledge of the following :

1. Communicable Diseases : Conditions favouring them ; modes of infection from air, water, food, clothes, etc., insects as carriers of diseases ; preventive measures ; quarantine ; disinfection of sputa and discharges ; isolation of sick ; general modes of disinfection.

2. Infectious Diseases : Period of incubation ; natural immunity and acquired immunity ; methods of and reason for inoculation ; vaccination for small-box.

(a) Plague : Causation, pests, rats, fleas, seasonal variation conditions favouring protection, prophylaxis, campaign

against rats, rat proof and rat-free houses, rat poison, flea poison, rat trapping, evacuation of houses, inoculation.

(b) Cholera: Modes of infection, purification of water, protection of food, disinfection of stools, vomit, clothes, etc.

(c) Tuberculosis: Causes, how prevented, treatment of light, air, good food.

3. Disinfection: Various disinfectants—natural, physical, chemical, liquid, gaseous and solid, methods of use, disinfection of sputa, etc.

4. Air: Composition, impurities, diseases caused by breathing impure air, how to purify air, ventilation and its importance.

5. Water: Sources, impurities, diseases due to drinking impure water, filters, boiling, chemicals.

6. Food: Food values necessary for health, sources of contamination, prevention, diseases due to bad or insufficient food.

7. Disposal of House Refuse: Incinerator, dry earth, closet pall, privies, bathrooms, latrines, methods of cleaning and disinfection, dangers from exposed faecal matter etc.

8. Malaria: How spread, mosquitoes, varieties, how bred and where, prevention of breeding, prevention of bites, use of quinine.

(At the age of 15 a knowledge of the dangers of veneral disease).

54. Rescuer For Boy Scouts only (To be passed Annually):

Attired in shirt and trousers or dhoti must

1. Perform in the water four methods of rescue and three of release from the clutch of a drowning person. The drowning object, about the size of the rescuer in each of rescue methods, to be carried at least ten yards.

2. Dive from the surface to the depth of at least eight feet and bring up a stone, brick, or iron-weighted object, of not less than five seers.

3. Demonstrate the Schafer's method of resuscitation and the promotion of warmth and circulation.

4. Swim 50 yards and undress before touching ground.

55. Rural Business For Boy Scouts only :

Must possess

1. (Knowledge of ordinary documents such as *Rukka* (pro-note) *Tamassuk* (bond), *Kerayanama* (rent deed), *Rehannama* (mortgage), *Vakalatnama* (pleaders' certificate), *Janwaron ki Hulia* (sale deed of animals), *Khewat* (revenue paper), *Khatauni* (list of tenants), *Jamabandi*, *Naksha* (plan of locality).

2. Elementary knowledge of the rates of land revenue, rent, watering charges and local rates.

3. Elementry knowledge regarding *Bedakhli* (ejectment).

56. Rural Worker For Boy Scouts only :

1. Must have detailed information of a village, such as the area, population, occupation, products, wells, tanks and other sources of water supply, traditions, the number of children of school age, the number of literate persons.

2. Must have general knowledge of the village sanitation (especially pertaining to preventable diseases), village administration and village *panchayat*.

3. Must produce a record of continued useful service (literacy, adult education, sanitation and cleanliness, farming, labour work, prohibition, games, etc.) to the village extending over a period of at least six months ; or must have worked in a recognised village labour camp for at least a period of 15 days.

57. Scholarship For Boy Scouts only :

Present evidence from his Principal or Headmaster :

1. That he has been regular in his attendance during the past year (at least 85 p. c. of the total).

2. That his general behaviour has been above the average.

3. That he has consistently shown a spirit of helpfulness in and loyalty to the school or college.

4. That he has not failed in any of the subjects in the preceding three terminal examinations.

Note : The badge must be surrendered if at any time he fails below the above standards.

58. Signaller (To be passed Annually):

1. Must pass tests in both sending and receiving in Semaphore or Morse or other Indian methods, Signalling by flag, minimum rate, twenty-four letters per minute for Morse, thirty-six for Semaphore or its alternative or thirty letters per minute on buzzer or sounder or twenty-five letters per minute by lamp, heliograph or disc and must attain 90 per cent accuracy in the above.

2. Give and read signals by sound, make correct smoke and flame signals with fires.

59. Spinner For Boy Scouts only:

Must have spun 2000 yards of good and strong thread of No. 10.

60. Starman (Astronomer):

1. Must have a general knowledge of the nature and movements of the stars.

2. Be able to point out and name twelve principal constellations and six principal stars.

3. Find the North by means of other stars than the Pole Star in case of that star being obscured by clouds, etc., and tell the hour of the night by the stars or moon.

4. Must have a general knowledge of the relative position and movements of the earth, the sun and the moon, and of tides, eclipses, meteors, comets, sunspots and planets.

5. Must know the names of the planets and the twelve signs of the zodiac.

6. Must plot for at least two nights per month for at least three months all naked-eye planets visible in the early evening. The plot of each planet shall contain at least three fixed stars.

61. Swimmer:

FOR BOY SCOUTS

Must swim Fifty yards with clothes on (shirt and trousers or dhoti as a minimum), and be able to undress in water. He must swim

(without clothes) 100 yards on the breast, and 50 yards on the back, with the hands either clasped or the arms folded in front of the body. He must be able to dive atleast to a depth of six feet and pick up small objects from the bottom.

FOR GIRL SCOUTS

Must swim Fifty yards with clothes on. She must swim with minimum clothing 100 yards on the breast, and 50 yards on the back with the hands either clasped or the arms folded in front of the body. She must be able to dive atleast to a depth of six feet and pick up small objects from the bottom.

62. **Tailor** For Boy Scouts only (To be passed Annually) :

1. Must cut and sew, whether by hand or machine, a Scout's shirt and shorts to fit himself.

2. Must also insert a patch and darn a small hole, in a neat workman like manner, in either of the same two garments.

63. **Telegraphist** :

Must understand simple electric circuits, be able to send out and receive by Morse key and sounder a message at the rate of 30 letters a minute ; be able to explain construction of, and do simple repairs to single needle telegraph instruments, and understand the elementary principles of a wireless telegraphy installation.

64. **Weaver** For Boy Scouts only :

Must have woven 5 yards of cloth, 27 inches in width out of the spun thread No. 12.

CHAPTER XVI

DECORATIONS AND AWARDS

FOR BOY SCOUTS AND GIRL SCOUTS

1. No Badge, Cord, chevron or other decoration may be worn on Scout uniform except:

   1. Those described elsewhere in the A. P. R. O.
   2. Decorations conferred by other Scout Associations.
   3. The St. John Ambulance Badge (Senior Course).

2. **Service Stars:**

   1. Service stars are worn with Yellow, Blue or Red cloth background to indicate Cub, Scout or Rover service respectively.
   2. They are worn with Khaki background by Scouters and also by persons holding Non-executive or Honorary Rank.
   3. Service stars are worn by Cubs, Scouts, Rovers and Scouters of Boy Scout Section on the left chest immediately above the pocket.

      Bulbuls, Girl Scouts, Rangers and Scouters of Girl Scout Section will wear stars in any convenient position, but should be uniform for the whole group.
   4. A Scout, who has previously been a Cub, will continue to wear stars with Yellow background showing his total service as a Cub, in addition to the stars with Blue background showing his Scout service.
   5. Similarly, a Rover will continue to wear stars with Yellow background showing Cub service, and stars with Blue background showing Scout service, in addition to the stars with Red background showing his Rover service.

6. If a Scouter or person holding Non-executive or Honorary Rank desires to wear Service stars, he must wear stars only showing his whole period of service, both as a Scouter or such other rank and as a Cub, Scout or Rover. The stars will be worn with a background of Khaki.

7. Service of more than one kind, performed at the same time may only be counted for one star or background.

8. Service is reckoned, in the case of Scouts, from the date of investiture; in the case of Scouters from the commencement of the probationery period; and other ranks, from the date of appointment.

9. Where composed of different kinds of service, not performed at the same time, but for different periods, the service which is performed for the longest period, shall be reckoned as a complete year's service for the purpose of service stars.

10. The reckoning of service for the purpose of service stars and the application of the above rules generally are not affected by any transfer.

11. The wearing of Service stars is optional.

3. The Himalaya Badge

1. *Admission:*

Scouters who have put in three years' approved service, have trained at least 2 first class scouts and have been recommended by their District Commissioners will be entitled to admission to a practical training course lasting for at least fifteen days and conducted by a Deputy Camp Director.

2. *Conditions of Award:*

In order to merit the award of the Himalaya Badge, scouters and persons holding non-executive or honorary ranks shall:

Part I—Undergo a course of practical training for at least fifteen days under a Deputy Camp Director, provided that at least one of the papers mentioned in Part II should be answered by a candidate before admission to Part I.

Part II—Answer satisfactorily a set of three question papers to be obtained from the National Camp Director ; and

Part III—Put in approved service for six months after practical training.

3. *Badge* :

The Himalaya Badge depicts the snow-clad peaks of the Himalayas with the word 'Himalaya Badge' below them and the Hindustan Scout Association emblem on the left of them, all woven on a ribbon of adequate width and length. The colour of the ribbon for the Himalaya Badge holder in charge of Cubbing is yellow, in charge of scouting blue, and in charge of Rovering red.

The Himalaya Badge holders, who qualify in all the three, *i.e.*, Scouting, Cubbing, and Rovering, wear the ribbon, which is a combination of the three varieties mentioned above, the colours being in horizontal stripes.

A Deputy Camp Director also wears the same Himalaya Badge but on a ribbon which is a combination of all the three varieties mentioned above, the colours being in vertical stripes.

4. The Badge is worn above the flap and touching the seam of the Right pocket.

The badge shall remain the property of the National Headquarters and must be surrendered on demand.

4. Thanks Badge ;

1. This Badge may be awarded by the National Executive Council on the recommendation of the Provincial Executive Committee to anybody who renders specially good services to the Association.

2. The Badge is worn on the flap of the right pocket.

5. Medal and Certificate of Merit :

1. The Medal of Merit is for those Scouts and Scouters of the Association who have rendered devoted and meritorious services to the cause of Scouting for a period of not less than seven years.

2. The Medal is worn on the flap of the right pocket.

3. The Medal may also be awarded to a Troop or Patrol in which case it is attached to the flag of the Troop.

4. The Medal will be awarded by the National Executive Council on the recommendation of the Provincial Executive Committee.

5. In other meritorious cases, certificates of Merit may be granted by the Provincial Executive Committee.

6. **Gallantry Badge and Certificate** :

1. This Badge may be awarded to a Scout or Scouter of the Association who performs an act of Gallantry at great personal risk. Application must be made by the District or Local Association supported by the District Commissioner with a full account of the case and the evidence of eye-witness, if possible.

2. The Medal will be awarded by the National Executive Council on the recommendation of the Provincial Executive Committee.

3. The Medal is worn on the flap of the right pocket.

4. Certificates of gallantry may be awarded by the Provincial Executive in cases other than those referred to above.

CHAPTER XVII

GENERAL RULES

1. Bands :

1. Bands, where such exist, must be so conducted as to avoid nuisance to the public and, in particular, must not play when passing temples, mosques, churches, hospitals, or any house where illness is known to be. They must not play after 10 p.m. in the streets, and bugle practice must not be carried out in open places within 600 yards of houses,

2. Licence should be obtained beforehand wherever it is necessary.

3. Scouts shall not play Bands for earning money, in Scout uniform.

4. Previous permission of Group Committee or District Commissioner should be obtained for all Scout Band engagements or functions other than Scout functions or functions of their institution.

2. Boating :

No Scouter or other person in charge for the time being shall allow any Scout to take part in boating without first considering carefully all the conditions, and in particular having satisfied himself :

1. That the Scout can swim 50 yards with clothes on. This precaution is unnecessary in the case of lakes and streams, where it is known that there is no danger and that the depth of water nowhere exceeds three and a half feet.

2. That in addition, if sailing, the boat is under the charge of a professional sailor or other experienced person.

3. Bathing and Swimming :

1. No Scout shall be allowed to bathe or swim in water out of his depth, except under the personal supervision of the Scouter in-charge of the party or some responsible adult appointed by him for the purpose. The safety of the place must have been previously ascertained and all reasonable precaution must be taken including the provision of a life line.

2. A picket of two good swimmers, preferably those with Rescuer badge, must be on duty (undressed) with great coats or some suitable covering on, in a boat or on shore as the circumstances may demand, ready to help anybody in distress. The picket itself may not bathe until the others have left the water.

This rule does not apply to bathing in properly supervised swimming baths.

3. It is advisable to obtain the permission of the guardians, especially in the case of Cubs and Scouts before starting to train them in swimming.

4. All ordinary rules of hygiene and sanitation should be observed at swimming and bathing places.

5. Where wells are used for swimming, previous permission of the owners should be obtained.

4. Camps :

Scouters are recommended to read standard books on camps before undertaking any Scout Camp.

1. No Scouts may camp without the previous permission of their District Commissioner or the Chairman of the Group Committee.

2. Only in exceptional circumstances and with the specific consent of the District Commissioner may Cubs be allowed to camp with Scouts.

3. When Scouts propose to camp outside their own District, at least 10 days' notice must be given by the Scouter incharge to his District Commissioner, who will inform the Secretary of the District to be visited, who, in turn, will inform the District Commissioner concerned.

4. Before leaving for Camp, the Scouter in charge shall leave at the Group Headquarters or Local Association Headquarters, the whole programme.

5. Certificates and Letters of Recommendation:

Since it is contrary to the spirit of Scouting and the doing of good turns, it is undesirable that Scouts or Scouters should make a practice of soliciting certificates and letters of recommendation. District Commissioners and Local Associations should do all in their power to prevent such practices.

6. Correspondence:

The desire of the Provincial Headquarters is that correspondence should be reduced as far as possible. Scouters should apply for all information or make appeals to their District or Local Association Secretaries. No Correspondence affecting the Scout organisation should be addressed to any official or to any department of Government, except through the Provincial Headquarters.

7. Emblems:

1. No emblem or medal shall be worn on uniform unless it has been approved by the Provincial Headquarters in accordance with the following rules:

2. The following may be approved:
   (*a*) Group emblems
   (*b*) District emblems

3. Approval will only be given subject to the following conditions:
   (*a*) The design must not exceed two inches in length or breadth.
   (*b*) A specimen of the emblem when made must be sent to the Provincial Headquarters for record.

4. An emblem, when approved, must be worn in one of the following places, as decided by the Commissioner concerned.
   (*a*) On the shoulder,
   (*b*) On the right side on or above the pocket,

(c) On the point of the scarf, by all members of the unit for which it is approved.

8. Flags :

1. In all Scout functions the Scout flag only shall be used.
2. Groups may have their names on their Scout flag.
3. Groups may attach streamers of their distinctive colours to the top of the flag pole.
4. Flags dedicated or otherwise must be treated with the greatest reverence at all times.
5. When flags are carried, the flag-pole should be either sloped over the right shoulder, the flag gathered in, or, when marching past, held vertical in the carrier, the flag flying free.
6. The Provincial Headquarters shall specify the occasions at which the Scout flag is to be lowered in salute.

9. Foreign Visits :

1. Scouts proposing to camp or travel abroad or in other Provinces in uniform must first obtain the sanction of Provincial Headquarters, the application must be accompanied by a recommendation from the Provincial Chief Commissioner.
2. Sanction will not be given to Cubs to camp abroad or to travel save in exceptional circumstances.
3. Invitations to foreign Scouts to visit or camp in India must not be issued until sanction has been obtained from the National Headquarters.

10. Hiking :

Parties of Scouts or Rovers trekking or hiking through one or more Districts should give notice, as for Camps, stating approximate dates. If Scouts or Rovers intend to visit a site frequently at week ends, a general notice should be given at the beginning of the season.

11. Indian Articles :

Scouts should do their best to give preference to all articles in their daily life manufactured in India. Efforts to weave the cloth

required for personal uniform would be appreciated. It is possible to have the Scout uniform purely of articles made in India.

12. Industrial Disputes:

The assistance of Scouts, Rovers or Scouters must not be given to either side in an industrial dispute. If any recognised public authority announces that voluntary workers are required to avert grave public danger or inconvenience resulting from such a situation, there is no objection to a District Commissioner with the consent of the Provincial Chief Commissioner to offer assistance with his Scouts, so long as no compulsion is brought to bear on any individual Scout or Rover to volunteer his services and no penalty attaches to him for not volunteering.

13. Posse of Welcome:

Guard of Honour, if given, to distinguished guests, should only be at the functions of Scouts or of their own Institutions.

14. Public Functions:

The officers and leaders of the Hindustan Scout Association shall when practicable co-operate with civil or other public gatherings of a non-partisan and non-political character, in a way which give Scouts an opportunity to render service in harmony with their training as Scouts, instead of merely taking part in parades or making a show of themselves in their uniforms.

15. Religious Observance:

Where a group is composed of members of one particular form of religion, it is hoped that the Group Scoutmaster will arrange such denominational religious observances and instruction as he, in consultation with the appropriate religious authority, may consider best.

Where a group consists of Scouts of various religions, they should be encouraged to attend the services of their own denominations, and group religious services should not be held. In camp any form of daily prayer should be of the simplest character, attendance being voluntary.

Where it is not permissible under the rules of the religion of any Scout to attend religious observances other than those of his own creed, the Scouters of the Group must see that such rules are strictly observed while the Scout is under their control.

16. Salutes :

Salutes are given on the following occasions :

1. As a greeting. Souts, Scouters and persons holding Non-executive or Honorary Rank, meeting for the first time in the day, salute each other. The first to see the other should be the first to salute, irrespective of rank.

2. Scouts salute each other both when in uniform and in ordinary dress.

3. Boy Scouts and Girl Scouts salute each other generally when in unitorm.

4. A scout when both hands are free salutes by raising his right arm level with his shoulder, palm to the front and with three fingers just touching the right forehead.

5. Cubs give a similar salute but with only two fingers spread out

6. Scouters and other ranks salute as in (4). Any stick that is carried must be passed to the left-hand and tucked under the arm-pit before saluting.

7. Scouts when carrying staves, salute with the hand that is free. The staff salute is given by bending the fore arm at right angles at the Elbow just above the line of the Belt.

8. While riding a cycle all Scouts, salute by turning the head and eyes sharply to the right or left as the case may be. On no account should the hands be removed from the handle when riding cycles.

9. The above salutes are used irrespective of whether the head is bare or covered.

10. In places of worship, the salute shall be in accordance with the customary practice there.

11. On all parades, other than in religious places, the leader calls the Scouts to " ATTENTION " and he alone salutes.

12. The Scout salute is always made with a smile.

17. Scout Sign:

At the time of the investiture or the reaffirmation of the Scout Promise the Scout sign is given by raising the right hand palm to the front, with three fingers held level with the shoulder and close to the body. Any staves or sticks carried should be passed to the left-hand. This sign is not used by Cubs.

18. Scout Week:

The Annual Scout Week shall take place during the month of January every year all over the Province. The purpose of this Week is to bring more definitely to the attention of the public, the value of Scouting as a programme of work for Boys and Girls, for the development of character and training for citizenship.

19 Service:

1. Scout groups should undertake service Campaigns at fairs and festivals or in Villages only after obtaining the permission of their respective controlling authorities and the District Commissioner.

2. In cases where Scout Groups desire to do service outside their own districts they should do so only after obtaining the permission of the Commissioner of the district in which they propose to render service; such permission being sought through the Commissioner of their own area.

3. In cases where there are no District Commissioners permission should be obtained from the Secretaries of District or Local Associations. In Districts where there are no Commissioners or Associations the permission of the Provincial Headquarters should be obtained.

4. The above rules do not apply to ordinary services such as daily good turns, service at School functions and help in emergencies and accidents.

5. Permission will not be given for "unregistered" groups to participate in service campaigns. For "Registered" groups permission will only be given if the party that is to take part in the service campaign is properly trained and disciplined and incharge of a responsible Scouter.

20. Shooting :

Scouts should not be allowed to practice rifle shooting or shoot matches except on an officially approved range, and no shooting must ever take place except under the superintendence of a competent adult who will be responsible that the range rules are strictly adhered to.

21. Theatres :

Scouts in uniform are not allowed to appear on the stage of theatres in the cinema films or music halls and in public performances other than their own without the permission of the Provincial Headquarters given through the District Commissioner.

APPENDIX A

MODEL BYE-LAWS FOR LOCAL ASSOCIATIONS

(*N. B.* Changes to suit local conditions and needs may be made in these suggested Bye-Laws so long as they do not go against the rules of the Hindustan Scout Association in the Presidency.)

1. *Name* : The name of the Association shall be...............

2. *Functions* : The duties of the Association shall be as laid down in Aims, Policy, Rules and Organisation of the Hindustan Scout Association, Madras Presidency, in force at the time.

3. *Area* : The area to be administered by the Association shall be or as may be hereafter decided by the Provincial Headquarters on the recommendation of the District Commissioner.

4. *Membership* : Any person who is 18 years of age and above and is interested in the scout movement shall be eligible to become a member of the Association.

The membership of the Association shall consist of

(*a*) Ex-Officio Members :

(i) District Commissioner of the District.

(ii) Assistant District Commissioners in the Local Association area.

(iii) District Scouters of the area.

(iv) Group Officers warranted in the area.

(*b*) Members who pay Rs............annually to the funds of the Local Association, and who are accepted, by the Association as members.

Applications for membership duly proposed and seconded by an existing member, shall be made on the prescribed form of the Association with the required fees and shall be placed before the Executive Committee.

Membership fee shall be payable in advance. Members whose subscriptions are in arrears shall not be eligible to vote at the General Body Meeting.

5. *Meeting of the Local Association* : The Local Association shall hold at least one meeting annually known as the General Body Meeting, in the month of January at which the following business shall be transacted.

(*a*) To adopt the Annual Report of the Executive Committee and the audited statement of the Association for the previous year.

(*b*) To elect office-bearers and others as per Rule 6 given under.

(*c*) To appoint an Auditor for auditing the accounts of the Association.

(*d*) To consider any motion of which due notice of—days has been given.

(*e*) Special meetings of the Association may be called at any time on a written requisition made by at least—of the members of the Association.

The Honorary Secretary shall give 10 days' notice of the General Body Meetings and 5 days' notice for the Special Meetings of the General Body.

6. *Office-bearers and Committees* : The following Office-bearers shall be elected at the Annual General Body Meeting of the Association.

President, not more than........Vice-Presidents, one or more Secretaries, and Treasurer, Quartermaster, District Scouters and the members of Executive Committee.

A. *Secretaries* : The duties of a Secretary shall be

(*a*) To issue notices of all meetings, maintain records of all proceedings of meetings and give effect to all decisions and resolutions.

(*b*) To obtain Warrants and distribute the same and maintain a warrant register.

(*c*) To maintain a register of members of the Association.

(*d*) To keep a stock of all forms.

(*e*) To keep a stock and record of badges, if no appointment of a Quartermaster is made.

(*f*) To conduct correspondence.

(*g*) To prepare an annual report and a statement of accounts for the year and submit it to the Executive Committee.

(*h*) To submit a Statement of Accounts, Annual Report and Census to the District Secretary and the Provincial Headquarters as to reach them before the 15th of February every year.

(*i*) To promote generally smooth and harmonious working whereby Group Officers may be able to devote their entire energies to the efficiency of their Groups.

B. *Treasurer* : His duty shall be to collect and receive all moneys on behalf of the Association and to keep an account of all funds in his hands. He shall not pay out any money unless authorised by the Finance Committee or in case of urgency by the President of the Association.

All balances above Rs........(out of this Rs........shall be given to the Secretaries as a permanent advance for current expenses) shall be deposited by the Treasurer in the......Bank.........

C. *Quartermaster* : The duties of the Quartermaster shall be to look after the Headquarters Library, and keep a record of all the Badges held by the Scouts under the Association. Group Officers wanting badges should apply to the Secretary through the Quartermaster giving details. The Quartermaster shall be the Secretary of the Badge Committee. Whenever possible he should perform the duties of a Quartermaster at Training Camps for scouters and other Central Camps for boys in the District.

D. *District Scouters* : A District Scoutmaster, a District Cubmaster and a District Rover Leader may be elected by the Local Association. Their duties shall be as laid down in the Rules of the Hindustan Scout

Association, Madras Presidency. They shall hold appointments from 1st April to 31st of March every year.

E. *Executive Committee*: The general functions of the Local Association shall be carried out by an Executive Committee consisting of President, one or more Vice-Presidents and Secretaries, a Treasurer, a Quartermaster, District Scouters and other persons elected thereto. The Committee shall consist of not less than......and not more than... persons. There shall be at least as many non-scouter members as there are scouters.

........members shall form the quorum.

(As far as possible Local Educational institutions should have a representation on the Executive Committee.)

The Committee shall ordinarily meet once in every month or at such other times as it may be summoned by the Secretary or by a requisition from the President or from any four members of the Executive Committee.

Five days' notice of each meeting of the Committee shall be given.

The duties of the Executive Committee shall be

(*a*) To carry out all the duties of the Local Association as laid down in the rules of the Hindustan Scout Association, Madras Presidency other than those reserved by these Bye-Laws for the General Body Meeting of Association.

(*b*) To assist Group Officers in arranging their annual Camps for their Scouts.

(*c*) To assist group officers in finding instructors and examiners in special subjects;

(*d*) To fill up vacancies among the members of the Executive Committee;

(*e*) To appoint, when necessary, Sub-Committee for any special work of the Association or any investigation in connection with the movement;

(*f*) To appoint Finance Committee from amongst its members and a Badge Committee;

(*g*) To discuss and decide (subject to such sanction as may be required by the rules) all matters of interest to the Association ;

(*h*) To recommend names of suitable persons for appointment as Group Officers and for awards for meritorious services ;

(*i*) To approve and register with the Provincial Headquarters or pending enquiry by the District Commissioner, to withhold the registration or to suspend a Group, Group Officer, Rover Scout, Scout or Cub within its area. No Officer or Group shall be recognised unless registered. The Commissioner may delegate the recognition or suspension of a Cub, Scout or Rover to the Group Officer to which he belongs ; but the Rover, Scout or Cub shall have the right of appeal to the District Commissioner or the Local Association.

F. *Finance Committee and Finance* : A Finance Committee shall be elected annually at the first meeting of the Executive Committee and shall consist of the President, one of the Secretaries, one of the Assistant District Commissioners of the area, Treasurer and two other members of the Executive Committee, the Treasurer shall be the convenor of the Committee.

The Finance Committee shall ordinarily meet once a quarter and at such other times as may be deemed necessary.

Three members of the Committee present shall form a quorum.

Three days' notice of the meeting shall be given to the members by the Treasurer.

It shall be the duty of the Finance Committee :

(*a*) To revise and examine all returns and accounts submitted by the Treasurer and groups. The accounts of all groups shall be audited annually. Any three members of the Finance Committee shall examine the accounts of groups under the Association, provided that in the case of groups whose finances are controlled and audited by their Group Committee or the

Controlling authority, a certificate from such authority may be taken as sufficient.

All certified accounts, abstracts or auditor's certificates shall be submitted annually to the Secretary of the Association with the Annual Census, or some time in........before the Association.

(*b*) To authorise all payments.

(*c*) To control all funds and properties and investment of the Association. The property of open groups, when they are disbanded, shall go to the Association.

(*d*) To collect donations and use them for general or specific purposes for which they may have been given.

Funds may be collected by the Treasurer from the general public. Subject to the limitation that this imposes, a group may accept funds from persons specially connected whether by relationship or otherwise, with the members thereof. Groups, Individual Rover Scouts, Scouts and Cubs shall not be allowed except in accordance with the Rules of the Hindustan Scout Association in the Presidency, to solicit money either for their group funds or for any other purpose.

(e) To consider and determine the amount of financial assistance that it may be desirable to give to individual groups.

(*f*) To generally manage the financial affairs of Association.

G. *Badge Committee and Badges* : A Badge Committee of . . . shall be appointed at the first meeting of the Executive Committee whose duties shall be to appoint suitable persons as instructors and Examiners in Proficiency Badges and other tests as included in the Rules, to arrange for the proper compliance of the requisition for Badges from the Group Officers, etc.

For First Class and all Proficiency Badge tests must be passed before at least one independent and qualified Examiner appointed by the Badge Committee. Badges will be issued by the Quartermaster against certificates duly signed by the Examiner or Examiners and countersigned by the Scoutmaster or Cubmaster.

All-round Cords will be issued by the Quartermaster against certificates duly signed by the Scoutmaster, detailing the badges held by

the First Class Scout or Hind Scout in whose name the application is made.

All certificates and applications for badges and ALL-round Cords must, except under special circumstances, be in the hands of the Quartermaster at least three days before the date fixed for presentation.

7. *Troop Records*: Scoutmasters and Cubmasters are expected to keep accurate statements of accounts and records of all boys in their troops or packs. (The assistance of Patrol Leaders should be used in this for educative reasons).

It is important that Patrol Leaders' reports should be insisted on.

A. *Group Registration*: Every group shall re-register with the Provincial Headquarters annually before the end of April, through the Local Association paying a registration fee of......to the Local Association and Rs........to the Provincial Headquarters.

B. *Discharge Certificates*: A book of Scout Discharge Certificates shall be kept by each Scoutmaster and Cubmaster in which shall be recorded his opinion as to any Scout leaving the troop or pack on transfer or otherwise. (A copy of such certificates shall be forwarded immediately to the Local Association Secretary).

C. *Transfers*: No boy may ordinarily be accepted for enrolment in a troop of scouts or a pack of cubs who has been a member of a troop or a pack in another Association within six months of his application unless he is provided with a transfer paper duly signed by his late officer. In the case of a boy desiring transfer from one troop in his Association to another troop in his Association, the boy may not be accepted unless he is provided with a transfer paper duly signed by the officer of the troop he desires to leave. In the absence of a transfer paper the Scoutmaster of the troop to whom the boy has applied shall consult the Scoutmaster of the troop to which the boy belongs or belonged as to the desirability of transfer. In case of any difference of opinion the matter shall be referred to the District Commissioner in charge of the area whose decision shall be final.

(*N. B.* The principle underlying this rule is that frequent transfers arising from discontent with the existing troop are to be discouraged.)

8. *Alterations* : These Bye-Laws shall not be amended or altered unless by a two-third majority of those present at a meeting of the General Body.

The approval of the Provincial Headquarters shall be taken to any such amendments or alterations to these Bye-Laws.

BY-LAWS FOR DISTRICT ASSOCIATIONS

The Local Association Bye-Laws may be adopted with such changes as may be necessary especially with respect to membership, duties etc.

APPENDIX B

EXTRACTS FROM THE CONSTITUTION OF THE HINDUSTAN SCOUT ASSOCIATION, INDIA

1. Name :

The name of the Association is " The Hindustan Scout Association ".

* * * *

4. Members :

The Association can admit to membership only those who accept as a basis the three-fold promise of the Scout or the two-fold promise of the Cub and these rules.

Subject to the above, the organisation is open to all residents and citizens of India of every class and denomination.

The following are considered members of the Association so long as they are properly serving in the ranks or positions enumerated below :

1. Scouts who are members of a registered group in accordance with these rules or are themselves registered as lone Scouts.
2. Scouters holding warrants for their respective ranks.
3. Members of local and district associations and Provincial and State Scout Councils registered with the National Headquarters.
4. Members of the National Council of the Hindustan Scout Association.
5. (*a*) Patron members paying Rs. 1,000.
   (*b*) Life members paying Rs. 500 and
   (c) Donor members paying Rs. 250.

6. Persons holding non-executive or honorary ranks.

*   *   *   *

13. The National Headquarters:

The National Headquarters of the Association shall be located at a place decided upon by the National Council (at present at Allahabad).

14. The National Council:

The National Council shall be the governing body of the Hindustan Scout Association and shall function for a period of three years through a National Executive appointed by it.

A. The following shall be the members of the National Council:

1. The National Commissioner, the President, one or more Vice-Presidents and the National Organising Commissioner attached to the National Headquarters.

2. Representatives of each Provincial or State Associations registered under the Association at the rate of one representative for every three thousand scouts but not exceeding six representatives. The Indian States falling short of this minimum of 3,000 shall apply to the National Council for being grouped with other Indian States in the same Province or region.

3. Honorary members not more than 6 men and women to be elected by the National Council.

Note: Not more than one person engaged professionally in Scout work in any form in any Provincial or State Association shall be eligible to membership in the National Council from each Province or State.

B. *Inter Alia*: the functions of the National Council shall be:

1. To consider and pass accounts of the National Council for the previous year and the budget for the ensuing year.

2. To consider and make necessary alterations in the aim, policy, rules and organization of the Association, provided that all alterations in the constitution of the Hindustan Scout Association shall be assented to by a two-third majority of the members present at the National Council after due notice. No such alterations shall be made at an adjourned meeting.

3. To review the acts of the Executive Council and to elect its members for three years.

4. To lay down the policy and approve of the general scheme of training.

5. To co-ordinate the activities of the Provincial and State Associations and to ensure the observance of the Constitution and the rules made under it.

C. It shall conduct business in the following manner :

1. The National Council shall ordinarily meet once a year on such dates as may be fixed by the Executive Council.

2. A notice in writing of the meeting of the National Council shall be despatched to all members of the Council and Provincial and State Associations at least six weeks before the date of the meeting.

3. Notice of a motion or resolution should reach the National Headquarters at least four weeks before the date of the meeting. The agenda should be sent to the members of the Council at least three weeks prior to the date of meeting.

4. The quorum of the National Council shall be 20 percent of the membership.

5. Extraordinary meetings may be called by the National Commissioner at the instance of the Executive Council or on receiving a signed requisition from not less than 20 percent of the members of the National Council. A fortnight's notice with agenda will be sent.

6. The President shall preside at the meetings. In his absence the Council shall elect some one from amongst themselves to preside.

7. The Headquarters Secretary shall be the Secretary of the National Council without vote.

15. The Executive Council :

The affairs of the Hindustan Scout Association shall be managed by a National Executive elected by the National Council for a period of three years. The National Commissioner shall be the Chairman and the Headquarters Secretary the Secretary of the Executive Council.

A. The Executive Council shall consist of :

1. Members elected by the National Council from among themselves at its annual meeting whose number shall be not less than 17 and not more than 25. These shall be elected in such manner as may be decided upon by the National Council with due regard to Provincial and State representation.

2. The National Commissioner.

3. The National Organising Commissioner.

4. The Headquarters Secretary without vote.

B. Powers of the Executive Council :

1. It shall hold, control and administer the funds of the National Council.

2. It shall frame the budget of the National Council and lay it before the National Council.

3. It shall have the powers to incur expenditure in accordance with the budget passed by the National Council and allocate the saving under one head of expenditure to another.

4. It shall appoint the Headquarters Secretary and make such other appointments as may be necessary.

5. It shall manage the investments and property of the Association and shall accept donations, bequests, etc., to the Association.

6. It shall co-ordinate the activities of the Provincial and State Associations and ensure the observance of the Constitution and the rules made under it.

7. It shall appoint special sectional committees of the Boy and Girl Scout sections when ever necessary.

C. 1. The Executive Council shall ordinarily meet half-yearly on a date to be fixed by the National Commissioner.

2. Seven members shall form a quorum.

3. Not less than 10 days notice shall be given of the date of the meeting.

4. In case of emergency the business may be transacted by *Circulars*. Decisions arrived at by a two-third majority of answers received will be considered as approved and will be reported to the Executive Council at its next meeting.

16. Finance :

Apart from any profits arising from the sale of badges, publications and equipment, the Hindustan Scout Association depends on public and state support for the expenses of the Office and staff of the National Headquarters and general organization.

The Provincial and State Councils shall support themselves locally. Each Province and State Council shall pay an annual affiliation fee of Rs. 50 plus an additional sum of Rs. 10 for each thousand of registered membership in the Boy and Girl Scout Sections.

17. Election of Officers of the National Council :

The National Commissioner, The President, one or more Vice-Presidents and the National Organising Commissioner shall be elected by the National Council and shall hold office for three years after the date of election or until such later time as their successors are appointed.

18. Functions :

The President shall preside over the meetings of the National Council.

The functions of the National Commissioner are generally to be responsible to the National Council for the welfare and progress of the Movement and for the observance of the Constitution and rules of the Association.

In particular it will be his duty :

(*a*) To promote the organization and effective working of the National Headquarters.

(*b*) To act in conjunction with the National Council in all matters connected with finances and property.

(*c*) To deal with questions relating to award and to make recommendations for the grant of the awards to the National Council.

The National Organising Commissioner will be responsible to the National Commissioner for the organization of the Movement and shall in particular—

(*a*) encourage and co-ordinate the production, translation and publication of national Scout literature in the various languages of India.

(*b*) organize All-India Scout Melas and social service relief in big Melas and on other suitable occasions.

(c) organise intensive training courses for Camp Directors.

The Headquarters Secretary shall be responsible to the National Commissioner for the effective working of the National Headquarters and in particular for the following :

(*a*) The issue and registration of warrants for All-India officers and for Provincial and State Commissioners. Warrants will be issued to the Provincial and State Commissioners. who are elected by the Provincial and State Associations.

(*b*) Arrangements for the production, control and the issue of badges.

(c) The Maintenance of correspondence with Provincial, State and foreign Scout Associations.

(*d*) The work connected with the meetings and activities of the National and Executive Councils.

(e) The provision of advice and assistance to Provincial and State Associations.

(*f*) The preparation of annual report and census.

(*g*) The publication and issue of the National Headquarters Scout Magazine.

Note : *The offices of the National Commissioner and the National Organising Commissioner shall be honorary, the Headquarters Secretary may be remunerated for his services.*

19. Provincial or State Association :

The Provincial area for the purpose of a Provincial Association corresponds generally with that of the administrative Province but where it is desirable in the interest of the units affected, the National Council may create new Provincial Associations preferably on a linguistic basis or change the boundaries of the existing Provinces with the consent of the Associations concerned.

The Provincial or State Association shall be an autonomous body, whose affairs will be governed by a Provincial or State Council, consisting of ex-officio and elected members and constituted in such manner as may be provided for by the rules of the Provincial or State Association, which will not in any way be inconsistent with this constitution. Each Provincial or State Association shall have its own Provincial or State Commissioner, who shall be an honorary officer. Such Commissioner shall be elected by the Provincial or State Council and shall hold a warrant of appointment signed by the National Commissioner.

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SCOUTING MORALE

"There must be respect for authority. There must be no selfishness on the part of an executive, on the part of a volunteer leader. There must be no pettey jealousies. There must be no divided leadership, no confusion of purpose. There must be no lost motion and no waste of time or effort. These things we must achieve if we are to reduce our mortality, if we are to give Scouting a universal appeal to every boy, if we are to hold our members fast in firm allegiance through all the years to mature manhood and beyond. Every investment of money, time or effort must pay dividends of definite accomplishment. In whatever we undertake, we must fix the goal definitely, we must count the cost carefully, we must achieve the purpose which we have set, within the time, within the cost, and within the effort which we have been allotted."

"We Scouters have to think things for ourselves, we have to satisfy ourselves in the first place that Scouting is something which is worthwhile, that it is something into which we can put our energies and activities, that it is something into which we can put our hearts. If the heart is not there, it is but a poor job we will make of it, and it is more than a poor outlook for the unfortunate boys we are pretending to lead. Scouting is not a duty but a vocation, and we should sense something of the call, before we embark upon it."